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OCT 1991
No 70
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YOUR SINCLAIR

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Don't have a cow, man! THE SIMPSONS

Bart Vs. The Space Mutants
In-depth Ocean report inside!

Meet the MEGA TWINS In Our Exclusive US Gold Megapreview!



WHAT?!?

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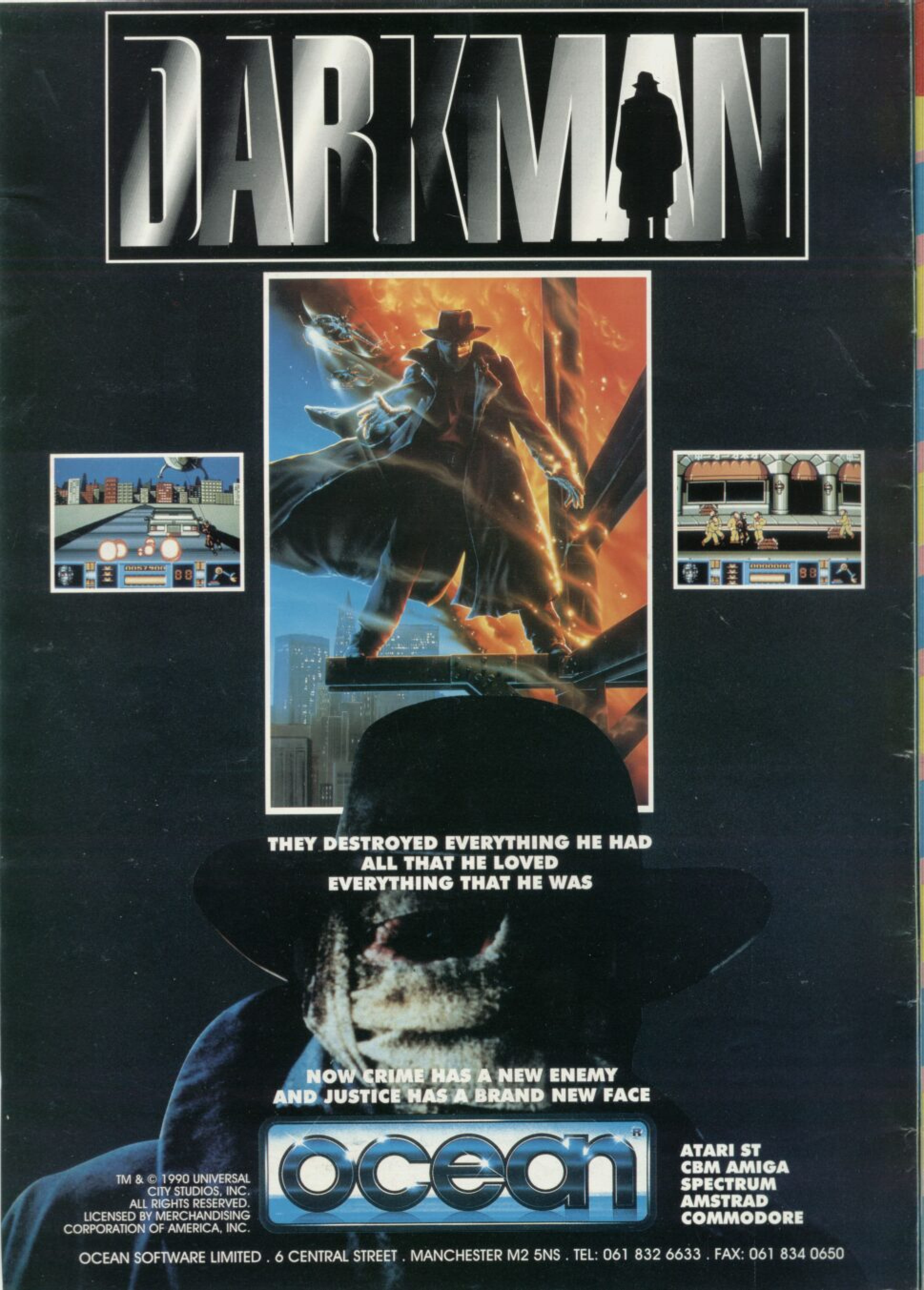
Blimey. It's just not cricket, is it? But don't panic - simply wander up to the lovely Cheryl here (or, failing that, the perhaps not-so-lovely-looking-but-still-very-friendly newsagent behind the counter) and ask for a replacement. If you don't then you'll never know what you're missing!

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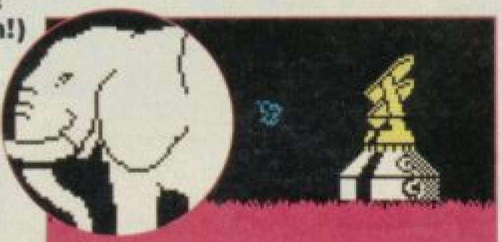
Come On In! THE WATER'S FINE











GAMES

REVIEWS

Replay

Megapreviews

Future Shocks

YOUR SINCLAIR

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Future PUBLISHING

YOUR SINCLAIR

THE MAGNIFICENT 7 No 7

It's all here! Two scrummy games, a plateful of POKEs, three gorgeous demos and a bit of music. You've never had it so good!



You too can win big cups and bottles of fizzy pop (sort of)! It's NIGEL MANSELL'S GRAND PRIX on page 4!

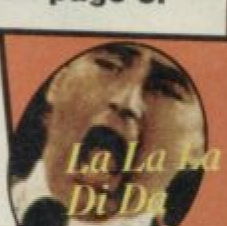
Get all Arabian in our Domark/ Samco PRINCE OF PERSIA demo on page 5!





Be the cutest rolling robot ever! KLIMAX is on page 5!

Czech out (ho ho!) the latest sounds with PRO SOUNDS on page 5!

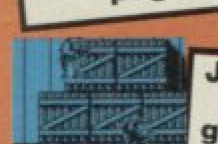




It's fast! It's fun! It's furious! Yep, it's a demo of Hi-Tec's CHEVY CHASE on page 6!

Roll about in the mud in our WORLD CUP RUGBY demo on page 6!





Jon North's the name, and cheating's the game! It's POKERAMA 7 on page 5!

NIGEL MANSELL'S GRAND PRIX

React Software

COMPLETE GAME



Oops! Spinning isn't recommended as a way of overtaking other people.

Hurrah for Nige! Yep, Mr Mansell's definitely the main man in the *YS* Shed at the moment. He's been doing so well at the old Formula One scene (details correct at time of going to press) that we've hoisted the Union Jack up onto the telly aerial, and been glued to the box with our tea and scones for the last umpteenth Sunday afternoons.

And guess what? Now you can actually *be* him, with this classic 3D racing game! You've got a huge racing car with six gears and an on-board computer which you've got to qualify in, then rush round the track like a lunatic trying to keep control. A few tips; use the racing line on corners, opposite lock the wheel in spins and, if you run out of fuel, weave the car around to get a last pint or two into the engine. Oh, and it works best if you grow an old-fashioned moustache and talk in a boring voice afterwards.

Driving an F1 car can be quite a complicated business (even Nigel has the occasional prob), so there's a nice big picture up there to show you exactly what all those weird controls and dials in the cockpit do...

Fuel. Lead-free, we hope. Ignore this until it gets down to empty, then panic like mad.

Rev counter. Either tells you how fast the engine's spinning or tots up the number of vicars in the area (ho ho).

Water Temp. If it gets too hot to have a bath in, you'd better chuck a couple of ice cubes in to cool things off.

Wing Mirrors. Watch the opposition disappear as you zip round at 200 mph.

Oil Temp. If this overheats you'll probably crash, but it'll be useful for cooking chips in afterwards!



Oil Pressure. If this drops too much the engine's running dry. Time to glug in a pint or two.

Turbo Temp. This is a part-time secretary who gets things done really quickly. *(Stop lying. Ed)* It also tells you how hot the turbo's getting.

On-Board Computer. Shows your speed, lap times and other information (which you can easily work out for yourself).

Turbo Boost. Whack this up to full for max speed (but watch that fuel level drop to 0 in about 0.13 of a second).

Gears. Six of these (and neutral, shown between gears 1 and 2).



CONTROLS

Accelerate	Joystick up / A
Brake	Joystick down / Z
Left	Joystick left / O
Right	Joystick right / P
Turbo	(min to max) 1, 2, 3, 4
Pause	H

Change up gear
Joystick up + fire / A + SPACE
Change down gear
Joystick down +fire / Z + SPACE

PRINCE OF PERSIA

Domark/Samco

(SAM COUPÉ)

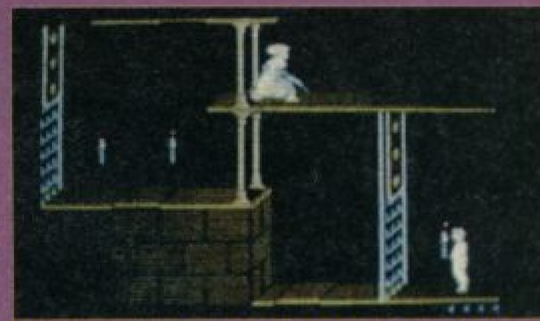
PLAYABLE DEMO

We cheered and cheered when this poked its nose out on the SAM. And now you can clash swords with loads of smelly Arabian knights and skeletons too in our exclusive playable demo! Yep, all you'll need is a SAM Coupé and a cassette recorder, and you're away.



What we've got is the first bit of the first level. The gist of *Prince* is that you've got to make your way up through an evil castle, and rescue your girlfriend who's waiting patiently at the top. And that's exactly what you start to do here! It all invoves lots of running along, jumping over things and meeting the odd sabre-swirling baddie. (Knock 'im dead!)

Of course, what's really going to grab you (and lift you off your feet and slap you across the face) are the graphics. Your little chap moves just like a real, er, little chappy would, with his huge trousers flapping around and his long hair swishing most convincingly. And when he gets into swordfights you could be watching Errol Flynn at his best. Congrats to the SAM bods for bringing out such a top-notch version – and now after all the hype you can see it for yourself!



Baggy, or what? Not only can this little chap slice a guard in half at 3 paces, he's also a bit of a raver. *(How do you know? Ed)*

CONTROLS

Joystick

KLIMAX

21st Century

COMPLETE GAME

It's a bit like *Spindizzy* and a bit like *Planet Of The Robot Monsters*, but it's fun, it's original and it's on our Magnificent 7 tape! You are a small robot (who looks like a TV), and your aim is to wander around a big space complex with an auto-destruction device strapped to you, looking for Nuclear Power Units (NPUs). When you find these, you must destroy them by placing the auto-destruction thingie at their entrances (some will require a bit of thought before you can get to them!). That way you make the complex safe and healthy again (although spreading nuclear power all over the shop sounds a bit dangerous to us).

There are 16 levels, 8 of which have the Power Units. The other levels have different weapons to collect, but you must stop the repair droids from getting to the NPUs and mending them. If any of the droids touch you, you lose energy, so blast them if they come too close.



What else? Oh yes, don't let the auto-destruction units be destroyed. This can happen if you come into contact with any other droids as well, so it's another jolly good reason for keeping them at arms length (not that you've got any arms).

There are some secret teleporters dotted around the levels as well. You'll have to work these out for yourself, but don't worry; there're easy enough to find. And finally, when you complete each level you're given a special security code. Write it down because it'll come in handy later on.

CONTROLS

Kempston joystick compatible and you can define the keys however you want. If you've got a Sinclair joystick, you can select it using the Key Define option, so everybody should be happy.

POKERAMA

Juicy cheats for scrumptious games! This month, we've covered some of the bargs in our Hooked On Classics cover booklet* – so let's get out there and beat some serious baddies, eh?



I'm burning up! And it doesn't matter. Hurrah!

Afterburner Infy lives.
Dragon Ninja Infy lives, time.
***Licence To Kill* (48K)** Infy lives on all levels.
Rambo 3 Immortal.
Red Heat Infy lives.
Renegade 3 Infy lives, time and energy.
Return Of Jedi Infy lives.
The Untouchables Infy time and test mode.

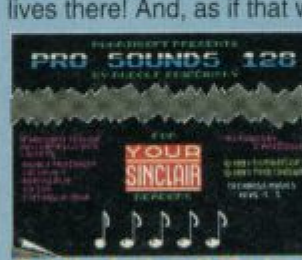
(* Well, not us exactly! But that Jon North has, and he's got the bags under his eyes to prove it.)

PRO SOUNDS

Rudolf Priecinsky

ANOTHER FUNK BOX

Kerkkovéciwx! That's hello in Czechoslovakian (except that it's not, because we just made it up). But someone who can speak almost perfect Czech is Rudolf Priecinsky. He should, because he lives there! And, as if that wasn't enough, he's sent us his *Pro Sounds* music demo as well. What's on it? Well, some jolly nice Czech tunes (which will broaden your outlook on Europe). So, music-lovers, whenever you're ready – let's roll over with Rudolf!



Get the funk out! (So to speak.)

TAPE TO DISK?

Sadly, the technology to transfer the tape to disk isn't available, so we've got to withdraw the offer to +3 owners. Sorry 'n' all that.

STOP PRESS!

Erm, we've made a teensy change to the running order of the tape. Basically, *Prince Of Persia* is masses bigger than we thought. So we've had to get longer cassettes and put Pokerama onto Side A.

Sorry, but at least it keeps you on your toes!

CHEVY CHASE

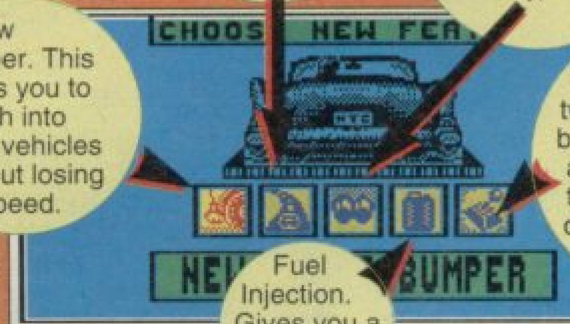
Hi-Tec

PLAYABLE DEMO

Er, no actually – *Chevy Chase* The Game has nothing to do with Chevy Chase The Wacky American Comedian whatsoever. (So you can all heave a sigh of relief.) Nope, instead it's about Chevrolets, and chasing them. Or chasing *in* them. Or something.

In this playable demo (which has two of the five levels), you've got to drive from Fresco (and, no. We don't mean Frisco) to Long Beach to pick up your girlie when she clocks off work at the Beachside Drive-In Diner. If it was us we'd make her take the bus, but you obviously like showing off in your 1959 Chevrolet Belair. It's an oldie but a goodie, and you're going to really have to put your foot down if you want to get to the diner before it closes.

It's always going to be plain sailing of course. As well as nice wide roads (or highways, as our Yankee cousins call them), you've got to crash your way along dirt tracks, through the Mojave Desert and finally along the Long Beach seafront (although you won't be able to do this bit until you buy the rather spiffy full game, which'll be out next month).





Oh, and making the job *even* more difficult are pesky law-abiding drivers who stick at 55 mph (even though they weave around on both sides of the road). If you ram them you'll lose valuable speed – so overtake as soon as possible! And if you drive really fast (and beat the time limit)



Tsk. Not fast enough, eh? Perhaps you should borrow James's XR3i. (You're welcome to it.)

you'll reach a garage where you can add bits to the car (take a peek to the left for details). Although not, we hasten to add, a pair of dead untrendy XR3i-compatible fluffy dice (sorry, James).

CONTROLS

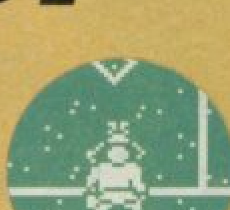
Joystick or definable keyboard.

WORLD CUP RUGBY

Audiogenic

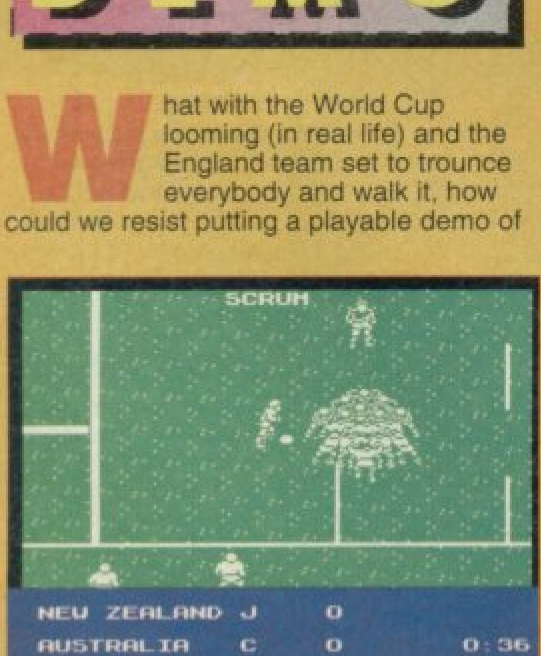
PLAYABLE DEMO

What with the World Cup looming (in real life) and the England team set to trounce everybody and walk it, how could we resist putting a playable demo of Audiogenic's cunningly-titled *World Cup Rugby* on the Mag 7? Well of course, we couldn't. So here it is. (Well, here is a fully playable five minute games.)



Essentially, it works just like *Kick Off*, except it's not football and it's got added bits. 'New features' include scrums (basically a big fight in the middle of the pitch), line-outs (when the ball is thrown into a big fight at the side of the pitch) and sendings-off (which happen after the pitch fights).

We can't be too fussed to explain how all these work and on-screen prompts let you know when you need to make any other decisions. The demo (like the game itself) is very user-friendly (and doesn't let you do illegal things), so bandage up your head, sing a rude song and get stuck in!



Look! There's a huge fight going on in the middle of the pitch! *(It's called a scrum. Ed)*



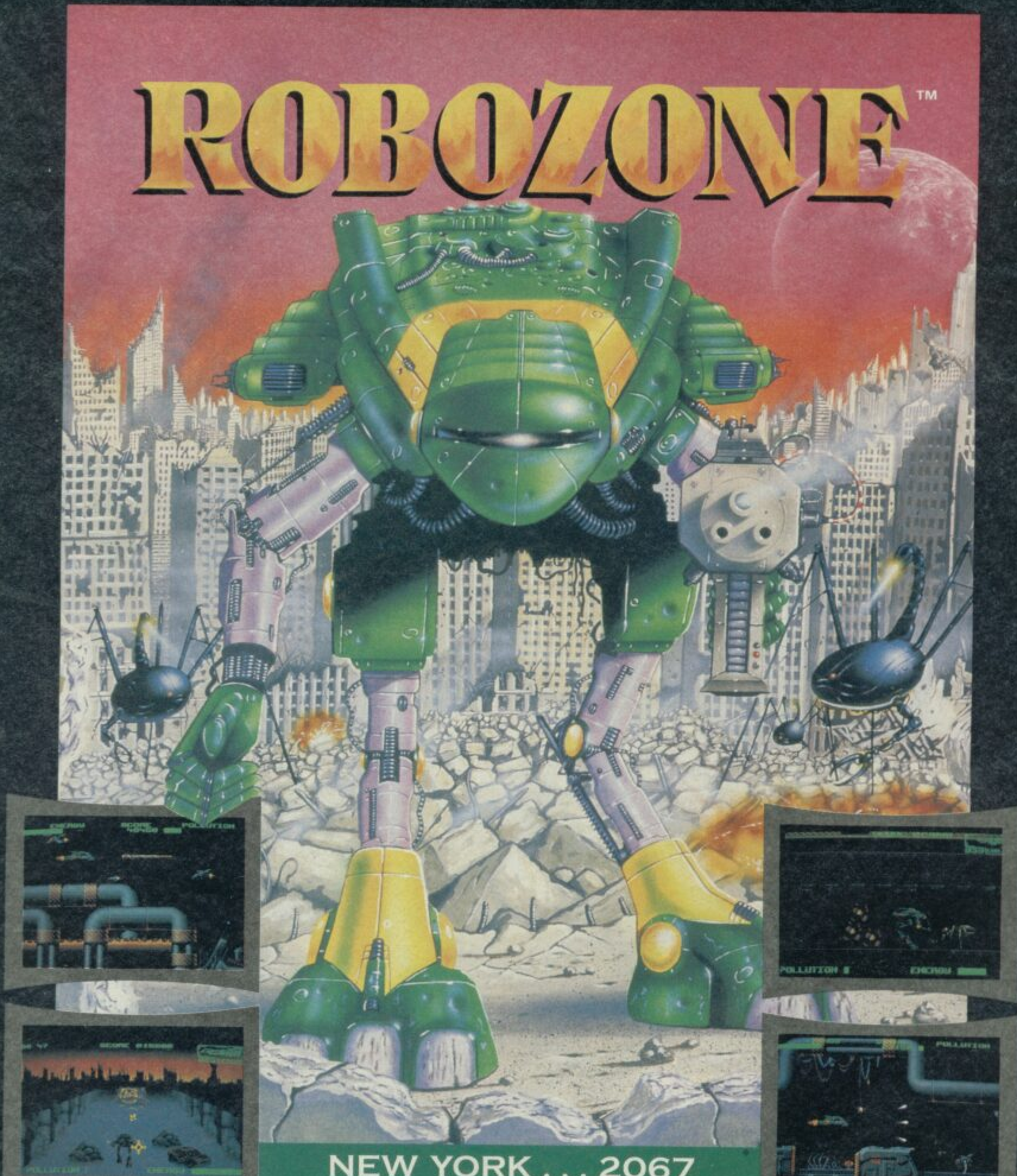
You'd run very fast too if lots of huge men with bandages were chasing you around.

CONTROLS

Q Up
A Down
O Left
P Right
ENTER Kick or throw
T Pause
R Switches pitch radar on and off
E Exits game (while in pause mode)
SPACE Moves the players into position quicker
Joystick (Forward + Fire throws/kicks the ball; press fire to tackle)

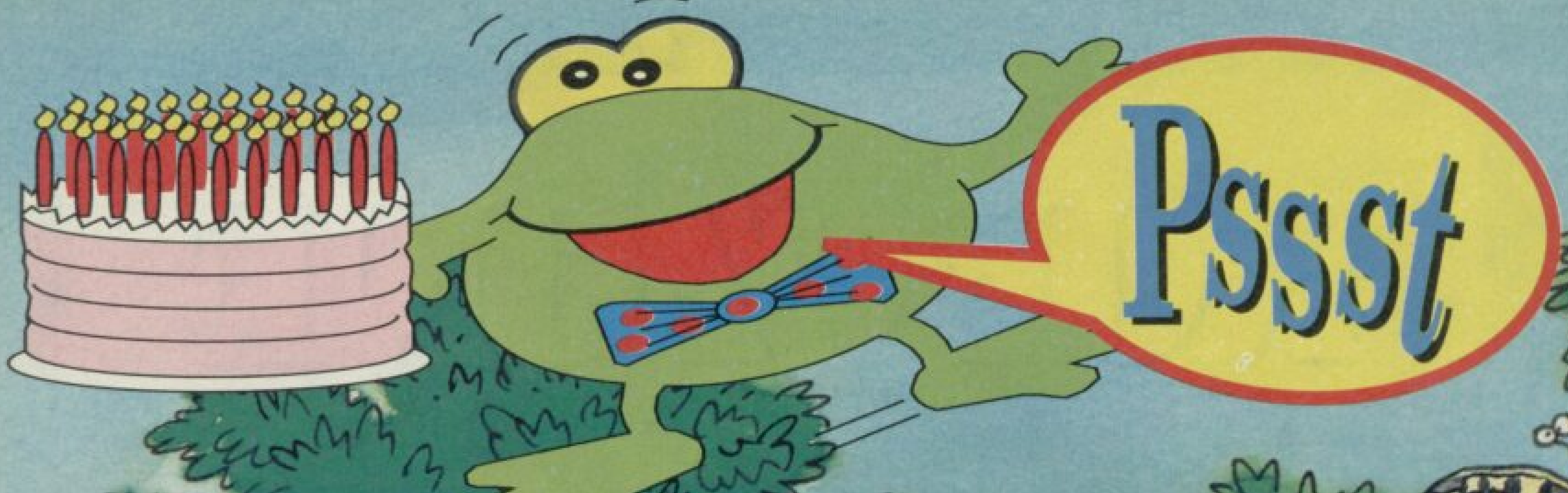
TAPE TRUBBS

Having hassles? Don't fret. Just throw the naughty cassette into a Jiffy bag, add an sae, address it to *YS* Mag 7 No. 7, Tape Returns Dept (Oct ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD (phew!), and pop it in a post box. You'll get a new one back within 28 days (and possibly a lot sooner).



The planet is slowly dying, through high levels of pollution. Mankind's leaders have retreated to their safe havens, aboard the city ships; while the rest of the population are left to survive alone. Wolverines patrol the cities protecting against destruction until the levels of pollution have subsided. Slowly their numbers are depleted and you control the last remaining robot, facing a new challenge. With pollution levels rising and huge mysterious, insect like robots destroying the city, time is running out as you battle to the heart of the furnace; from where the 'Scavengers' continue to multiply and choke the area with pollution.

IMAGE WORKS



This month *YS* reaches the grand old age of 70 (sort of)! The Speccy cautiously approaches its tenth birthday. And! The *YS* team (and lots of other lucky people) look at some aeroplanes...

I AM 70

Take a look at the number on this issue. It's 70, isn't it? Which, if you work it out, means that a) it's time for a bit of a birthday bash (hurrah!); and b) er, *YS* is getting a bit old and crinkly. Or is it?

No, it's jolly well not! Traditionally, three score years and ten is how long you get on this planet, but the greatest Spec mag in the universe knows no bounds in its rejuvenescent attitude to having a *darn* good time. (In fact, elsewhere on the page you'll find out that we're selling more copies of the mag than we were six months ago!)

And that's not all! Because there's *another* birthday coming up soon – would you believe the Speccy'll be a whopping 10 years old in a few months time (and just as spritely)? It's true! So add the two together, and what we end up with is two old mates sitting in the park, throwing ball-bearings at the pigeons and chatting in that quaint, completely incomprehensible way that old codgers do...

YS: 70 issues, eh, Speccy?
Speccy: Zzzzzzz...
YS: I said 70 issues, Speccy!!
Speccy: Wha?! Whassat? Oh yeah – cough! – we've seen a, mmm, few changes...
YS: And we're as busy as ever, right?
Speccy: Cor-rect! And Christmas, eh? It's nearly here again! It only seems like December when we last had Christmas.
YS: Ooh yes, very true... (Pause.)
YS: Remember the good old days?
Speccy: Mmm?
YS: No budget software, no software licences...
Speccy: Ooh yes...
YS: When everybody wanted as many Microdrives as possible?
Speccy: Heh heh. And I had those hideous spongy keys and was the size of a TV remote control unit. Blimming dreadful.
YS: And you only had 16 or a "huge" 48K memory!

I AM 10

OLD PEOPLE - THE FACTS

Old age affects different things in different ways. The Speccy and *YS* merely become more dignified and aristocratic (but good for a bop anyday, mate!), whereas old people just get, erm, wrinkly. Here are some pensioner spook facts...

1. OAP's never pay for public transport. They carry a dog-eared piece of cardboard with some faded writing on it. When asked, they rummage around in a massive handbag for hours, looking for it.
2. They make cakes and reminisce about the 'good old days' when everyone had diptheria.
3. They slam doors in young people's faces and walk very slowly right in the middle of pavements and supermarket aisles.
4. They wear huge coats in summer, and tend to sit incredibly still (with their eyes closed) in winter.
5. They don't read *YS* (so it's okay to talk about them).

Speccy: Er, I can't actually remember that...
YS: Well, it's hardly surprising, is it? Ha!
Speccy: Oh, yes, and I used to go wrong all the time.
YS: What do you mean, *used to*?!
Speccy: Oooh, you Judas! Take that! (Sound of pages being torn.)
YS: Oww!! Take *this!* (Sound of Speccy having plug ripped out)
Speccy: Arrgghh!
(20 minutes later...)
Speccy: Ahem.
YS: (Shuffle.) Mmm. Anyway, what of the future?
Speccy: It's flipping boundless, mate.
YS: Oh?
Speccy: Yep. I'll still be here in 2000, but I'll be a +8 instead. I'll have 4096K RAM and a 64-bit processor...
YS: Capable of dealing with more colours than the human eye can physically see, I suppose?
Speccy: Exactly. And you'll be wearing a Speccy +8 on your head like a Virtual Reality helmet.
YS: It'll never catch on!
Speccy: Yes, it will! *YS*'ll be called *Your Helmet*, and we'll have free earmuffs on the cover. I cant wait.
YS: Sounds crap!
Speccy: How dare you!? Take that! (Scrunching sounds again.)
YS: Oof! C'm'ere! (Sound of keys being ripped out.)

And, er, we'll have to leave them there, Spec-chums. What a beautiful, loving and tender friendship, eh? It verily warms the cockles of your heart. Here's to the next ten years!

I AM A CODGE



JUST THE BEGINNING...

It's getting bigger and bigger! (Oo-er!) According to those nice mathematics people at ABC (who count up how many mags we sell) the official readership of *Your Sinclair* has leapt from – wait for it – 60, 368 last July to December to an incredible 65,444 (count 'em – 65,444!!) from January to June of this year! And just when everyone thought the Speccy market was slipping downhill! (Well, it's not, so there.)

So it's a big *YS* style "Hello!" to our 5,076 new readers. Hello, hello, hello, etc etc... (Like all the others, their big brothers and sisters will nick their copies to read, so really we've got hundreds of thousands of readers. Enough to raise a huge army and invade Thailand.) *(Eh? Ed)* (Probably.)

I ♥ YOUR SINCLAIR

GET SIXY!

YS COMPO

Right, we'll get straight to the point – how would you like six games? You would? Marvellous! Because it just so happens we've got ten copies of UbiSoft's *Six Appeal* compilation to give away, which includes *Rick Dangerous, Twin World, P47, Puffy's Saga, Pick 'n' Pile* and *Satan* (phew!). And if you don't think that's a barg then you're more of a fool than Elmer Fudd (and he was jolly daft)!

Just answer the question and pop it on a postcard. Who (or what) were Les Six?* Were they a) six comedians called Les; b) six French composers; c) the six best cheeses that money could buy? Send your entry in by the 15th of October, to *Le Poulet Est Pret Et J'ai Trois Dans Le Sac Compo (So Hurry Up, Monsieur Le Facteur, Cos I Want To Win! Win! Win!)* at the usual 29 Monmouth Street address.

** Er, sorry, it was the only thing we could find in the encyclopedia that had a six in it.*



Six of the best! And they could be yours. (You lucky so-and-so!)

FLYING HIGH!

The winners of our *Battle Command* compo in issue 67 met up one sunny Saturday afternoon in Gloucestershire to check out the Fairford International Air Tattoo (well, not all of them, cos a couple turned up on Sunday instead but not to worry). A merry time was had by all – well, until Andy, Linda and James popped up out of nowhere, behaved very rudely in front of their parents ("Sit there, luv, and have a cup of tea. We're just going to take his photo!"), and then dumped them on a runway, leaving them stranded under the wing of a Luftwaffe Tornado with only a team of ghastly, non-English-speaking Hun for company. Still, it was good for a photo!



Achtung! Zzzzoooom! Dakka! Dakka! Dakka! A fighter pilot I will be! (Ahem.)



Top: some pilots. Middle: Linda, Tobias, Paul, James, Rob and, erm, Rob. Bottom: Matthew, Richard, Ed and Leigh. Hurrah!

ROCK AROUND THE CLOCK

So what was the first ish like then, eh? Well, spooky as it may seem, *YS* had actually been around for two years before it became *Your Sinclair*. Y'see, it was originally really boring and called *Your Spectrum*. Fortunately, everybody realised how crap it was and gave it a new look (and a new name). *Commando* from Elite graced the cover, and there were oodles of scrummy Megagames like *Rasputin* (Firebird), *Saboteur* (Durrel), and *The NeverEnding Story* (Ocean). There was still a fair amount of really boring stuff about QL's and Megabasic and things like that, but at least it was on the right track. And, this is what the charts looked like...

1. *Fairlight* (The Edge)
2. *Way Of The Exploding Fist* (Melbourne House)
3. *Daley Thompson's Super Test* (Ocean0
4. *Fighting Warrior* (Melbourne House)
5. *Shadow Of The Unicorn* (Mikro-Gen)

T-ZERS

More news on the Chrimble front. Domark are going to be releasing a new beat-'em-up from the Tengen stable called *Rampart* (take a look at the megabig seasonal preview on page 15 for more info), and also an overhead-view footie game called *Euro Football Champ*.

They'll also be continuing their compilation onslaught a month earlier with the *James Bond Collection*. Expect to see *Live And Let Die, The Spy Who Loved Me, Licence To Kill* and, um, something else that hasn't been decided yet.

Dynamite Designs have changed their name to Beyond Belief and will be putting out lots of Speccy software for £3.99. First on the agenda is *Devastating Blow* which is a boxing game based around a certain Mr Michael Tyson. Also scheduled is a football game, a BMX game, a gambling card game, a space game and a street-fighting game. Whew! These are being planned right now and should be out around the end of the year.

Geordie boys Zeppelin have three big new releases planned before Christmas. One is *T'ai Chi Tortoise*. Any similarity between him and four slightly more famous Turtles is entirely coincidental. Anyway, he's involved in a platform game, and has to work his way through some, er, sewers until he finds the arch-baddy (and beats him up). Out at the end of September.

Around the same time will be *American 3D Pool*, which is currently riding high at number three in the C64 charts. Up to eight players can take part, and the views are in true 3D (actually).

And finally, there's *Titanic Blinky*. It's a platformer starring Blinky, a cute ghost who visits the (raised) Titanic to get rid of all the ghosts of the people on board. (Bad taste ahoy!) Out in October.

Pontefract programmers Alternative are continuing to sign up and release original licences at budget prices. They've just secured the BBC's *'Allo 'Allo* and *Play Days* (the kiddie show), and they've got big plans for a second *Count Duckula* game. A real feast for telly fans, and they'll all be available in October.

Manchester ravers Ocean look set for success with the *Rainbow Collection*. It'll have *Bubble Bobble* (also just released on the Hit Squad label), *New Zealand Story* (just *about* to be released on the Hit Squad label) and *Rainbow Islands*. Rake it in, boys!



And, lo! A new mag appeared on the shelves. The multitude looked upon it and they saw it was good!

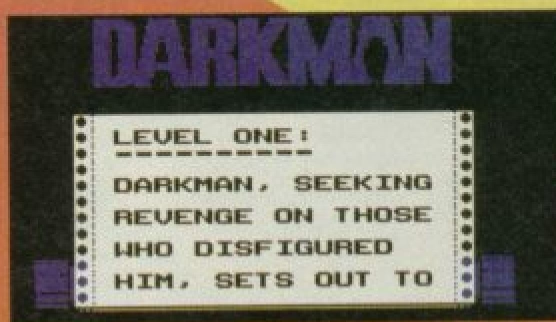


DARKMAN

Ocean/£10.99 cass/£15.99 disk (128K only)



James So justice has a brand new face, eh? Well it's a bit of a shame that it's behind a load of bandages where we can't get a glimpse of it. Still, I'm sure it's very pretty. *Darkman* the movie was a fair success (but not a total stormer) so let's suss out what Ocean have made of that rather dark crime-fighter with the shrink-wrapped head.

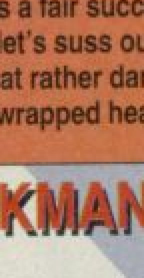


If you haven't seen the film you can catch up with the plot by reading this optional teleprinter display at the start.

I must confess that I was one of the millions who didn't actually see the film, so I'm not completely sure what happened. But the *Darkman* manual gives a few clues. It seems that a while ago there was a large explosion (done by some criminal nasties). An innocent blokie was strolling past just at the wrong moment and boom! Off comes his face. *(He was in his lab actually. Ed)* Whatever. It's still a mess. Understandably peeved by this, the innocent dude decides to get revenge. He does a spot of weight training and learns how to punch people really hard, then goes after the baddies, whose names are Durant and Strack. They're well evil, and also quite difficult to find, so Mr Darkman (for 'tis he) has to do a lot of head-punching before he gets close to them. And here's where you come in (hurrah!).

HOW DARKMAN KEEPS HIMSELF BUSY

LEVEL ONE is set in Chinatown. You're trying to intercept a load of drug money belonging to Robert G. Durant, one of the big baddies, but you've got to get through all his henchmen before you see the dosh. Because they're Chinese, the guys who attack you tend to throw lots of sharp metal objects (so lots of ducking is the only way you're going to survive). Oh, and kicking is far better than punching (which is pretty sound advice for the rest of the game as well really).



Next you reach the factory, and **LEVEL TWO**. Foolishly, you get trapped here and have to fight your way out to the roof. But this could be a bit tricky. You see, that swine Durant has turned on all the funky machines in his factory, so as well as lots of angry fellows trying to shoot you, there are extra automated hazards. As you toddle along you've got to pick up an extra energy pack (effectively removing all your damage so far. Phew!).

LEVEL THREE's set on the rooftops, and - aha! Here's that scallywag Durant. And what's this? He's got a helicopter with grenade launchers on it! Oh dear. There's only one thing for it. You've got to leap across the rooftops to your lab, avoiding it like the plague. This is a bit difficult (especially if you suffer from vertigo) so do take care – one slip and you'll end up a thin wet mess on the pavement hundreds of feet below!

LEVEL FOUR's in your lab. Safe? Just for a moment, yes. You get a bomb together out of gas cylinders to surprise all the baddies. You can rest a bit here, as they're all too scared to go into your lab (you might have a knife or something). It makes things easier if you kill as many blokes as you can before you actually get to the lab (more points and less to deal with later).

In **LEVEL FIVE** you grab a rope hanging from the helicopter just as your precious lab explodes. Durant lowers you onto a busy motorway and you end up swinging around trying to avoid the traffic (and the odd grenade he chucks down as well). If you stay alive long enough you automatically drop onto a tanker and tie the rope to it – and watch it explode! (It's actually possible to learn the positions of the cars and lorries on the road so you can time your swings accordingly.)



LEVEL SIX is the last one. You're off to get Strack (the arch-*arch* baddie). He's in a skyscraper, surrounded by cronies. Get in there, kill all the bodyguards and go after Strack. If you've got this far you'll be dead good at fighting so it shouldn't be too difficult to boot him off the building, thus making sure he won't hatch any more evil plans. Once you've done this you meet up with your old girly (who you'd actually forgotten about) and it's time for hugs, kisses and other nice things like that (except that she's not exactly going to want to kiss someone without a face, is she?).

Zit-da-dee-doo-dah!

The game's primarily a beat-'em-up (plus a bit of 'overhead helicoper' stuff), but it isn't like one of your run-of-the-mill fighting ninja death massacre affairs. Nope, it's actually rather well done. In fact I'd go so far as to say that it's *really* good. You've got the usual moves, and you're going to need them – you're up



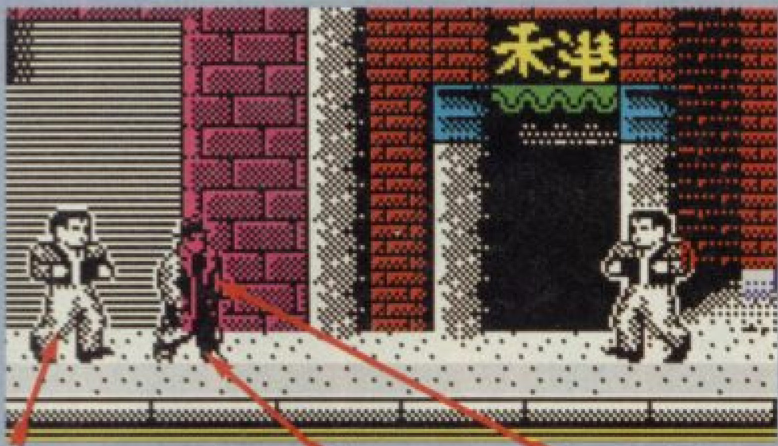
Chinatown, and you're picking another fight to two mean chaps. You really are a stirrer, aren't you?

against some pretty unpleasant people.

Yep, *Darkman*'s certainly on the superior side. It's got tons of action sequences, it's fast, it's flicker free and it's very difficult. This last point's actually pretty important – if you're notoriously crap at these sorts of games you could get hacked off with it because you start off with only one life and apart from the occasional energy power-up, you have to conserve your strength for ages. I found this hard to do. I tried wading in and



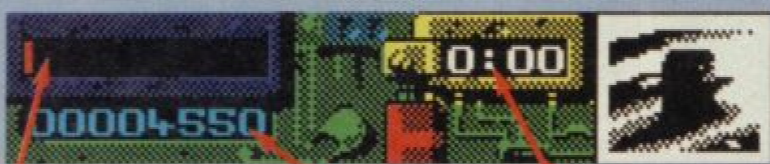
This is a load of screens we've put together showing Darkman making his way through Chinatown. There seem to be an awful lot of men trying to get in his by a few points) then rush off. The yellow crates are very useful for standing on and kicking people in the face, but you've got to watch out for shurikens, b Another hint, there are some secret platforms on this level which give you total safety from the baddies. We'll leave you to find out where these life-savers



Nasty man trying to hurt you.

You.

Your trendy long flapping coat.



Your energy. (Try not to get punched and thwacked too much.)

Your score.

Timer for bomb (which you, er, haven't built yet).

punching every-body I met but my energy just melted away. So then I tried running off and only attacking people when I was behind them. I lasted longer but it wasn't as much fun. Three lives would've been better.

The graphics are well spiffy and change with every level, but the basic idea remains the same. You don't get any super-weapons to use (pity), and you can easily get overwhelmed by dozens of baddies. It didn't spoil the game drastically but I did chew the joystick to pieces once or twice in my frustration (and you know those Konix Navigators – they taste revolting!). Now I'm off to wrap loads of toilet-roll around my head, put on the shades and see if I can scare people on the streets of Bath. Who says computer games don't have any effect on you?



Oops. Some scallywag's chucking shuriken at you! One's just whizzed over your head (phew), but, er, another's just smacked you straight in the tum.



Watch out for the doorway, Darkman! There's a bloke hiding in the shadows about to pounce.

FINAL VERDICT

80 60 40 20

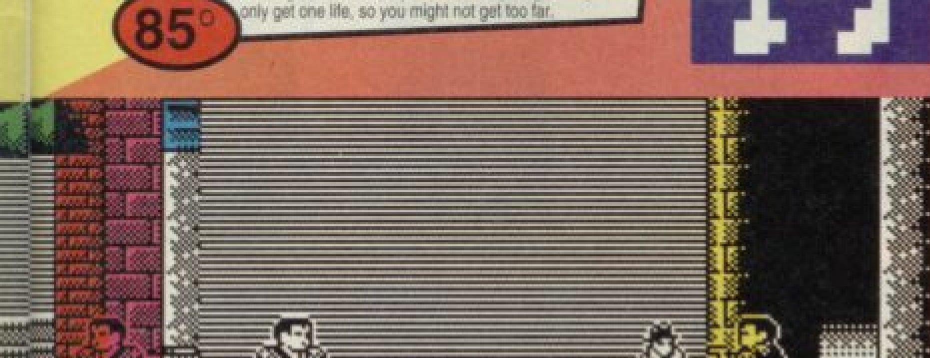
LIFE EXPECTANCY	ADDICTIVENESS
86°	83°
GRAPHICS	**INSTANT APPEAL**
86°	82°

DIAGNOSIS

Damn good beat-'em-up – but it's very tough and you only get one life, so you might not get too far.

85°





...ay, as well as dogs which run on, savage Darkie's leg (taking down his energy ...ets and other nasty, pointy things which people try to lodge in your kneecaps. ...e, though. (So don't say we never give you decent hints in the reviews!)

JOYSTICK JUGGLERS

The shed resembles nothing so much this month as a sort of mini aircraft hangar. The jugglers have spent the last four weeks constructing model aircraft and jumping off tables. Let's take a closer look...



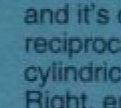
Andy Ide Peace-loving Andy was the last person we expected to be into planes. We thought they were supposed to be all about war, and bombs, and things like that. We were wrong. "This is a Sopwith Camel. Isn't it lovely? Look at the wings and the undercarriage – a lot of love went into this. Classic design. In fact, I think it's about time for a comeback. Hey, I could start a whole new fashion for biplanes! It'd make flying so much more of an adventure!" Erm, quite. But what about the danger element? "Yeah, living on the edge! People need more excitement in their lives, man!" Oh dear.



James Leach Our Games Ed is a total plane freak. His dad and big bruv are both pilots – so what's he doing playing computer games? "I was going to be a pilot. I even went to an air-training college for a couple of months, er, weeks. Well, alright, I only lasted two days." All of two days! Why couldn't you stick it out? "Well, as part of the getting-accustomed-to-flying bit they stick you in a machine that wobbles about like a real aeroplane. I, erm, threw up (if you must know)." Cor – what a pansy, eh, readers?



Jon Pillar So, Jon, how do planes grab you? "Oh, wow! Planes are seriously good! My favourite has to be the Campini-Caproni CC2. It's Italian and was designed by Secondo Campini in the 1920s, and it's dead good cos there's a reciprocating engine within the cylindrical fuselage and..." Right, er, thanks, Jon....



Linda Barker Next up – YS's very own Wild Woman Of Wongo! "Hello," she gretted us. "Would you like to see what I've been making?" What is it, Linda? "It's the B-52s and this is Joan Jett, and here are the Blue Aeroplanes. I don't know much about planes so I thought I'd make some models of groups associated with them." And we thought Pillar was loopy.



Jonathan Davies Don't talk to Jonathan about flying machines. A while ago Richard Branson floated over his house in a balloon. "I rushed out and pelted it with pebbles as a bit of a joke. A couple of hours later he was floundering in the icy Atlantic with his beloved balloon collapsed in shreds around him. I haven't been able to sleep since." We've got your number, JD.

HIGH SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° – 69° A few niggles. Lacking in certain areas. Think before you buy!

50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.

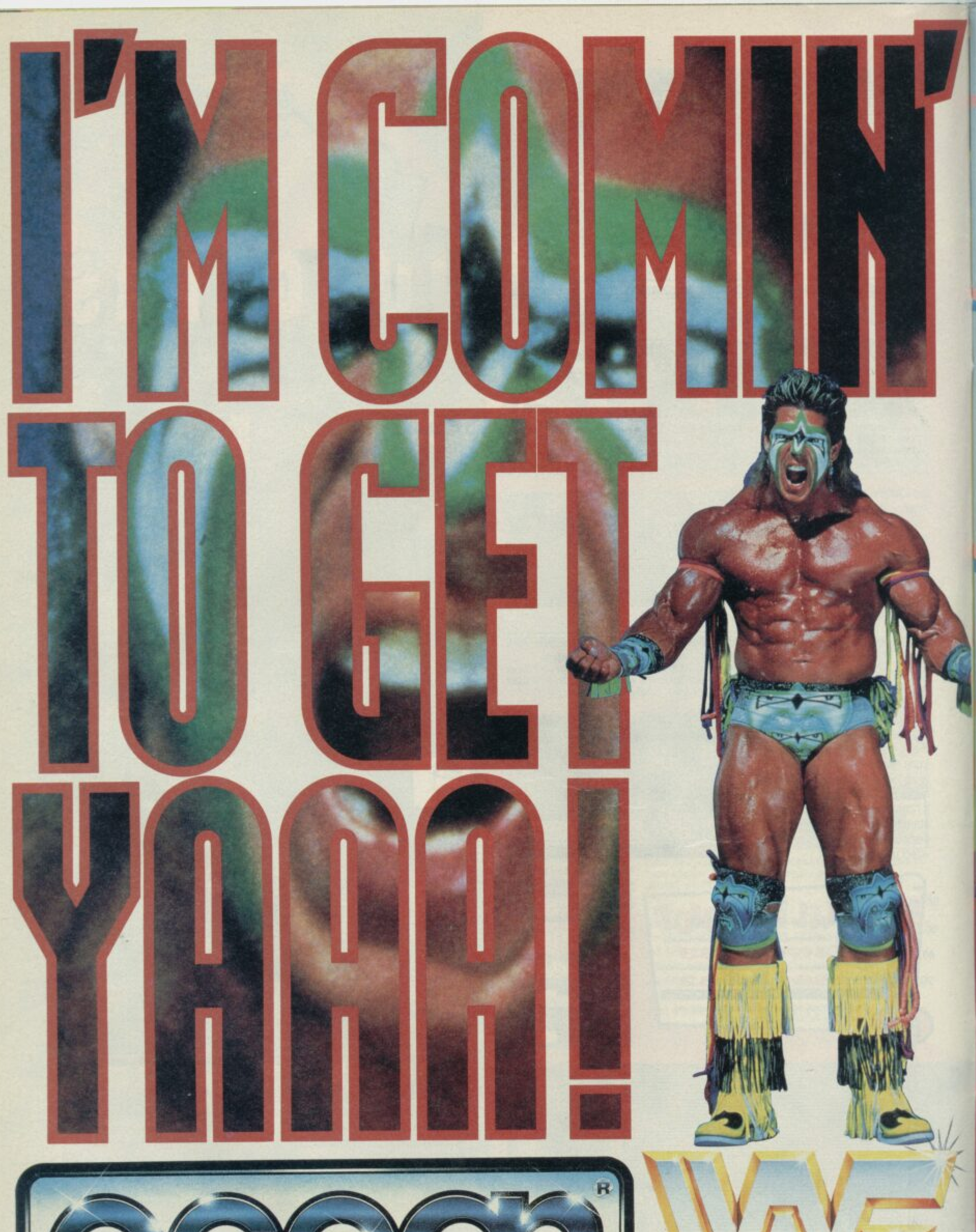
40° – 49° Um, below average (believe it or not).

30° – 39° So sick it's due to be hospitalized.

20° – 29° Very poorly indeed.

10° – 19° Critical – not expected to last the night.

0° – 9° Clinically dead.


I'M COMIN' TO GET YAAA!
ocean
WWF
TM

Blimey! It's The Jolly Ginormous 'Autumn And Beyond' Speccy Game Preview Extravaganza!

Oi, you lot! Wake up! The party's about to begin! The summer lull's over and the Speccy scene's hotting up. And about time too, eh? Seems like ages since we've had a good bunch of games in the mag! Well, from now up until Christmas, you can expect a veritable torrent of top-notch Speccy games speeding their way through the doors of your local emporium, and, of course, falling under the critical gaze of the *YS* Jugglers. Full price, budget – you name it, we'll be covering it. So, before we do, how's about having a quick preview of just what to expect? Of course, they'll be lots of other scrummy games popping up between now and Jesus's birthday (too many to squeeze in here), so what we've done is simply take a look at the big boys (oo-er) and say how well we think they might to do. Here goes...

Arcade Adventure

THE SIMPSONS

Who it's by: Ocean
When it's out: September
What it's about: Aliens are taking over the USA (and stealing everything that's coloured purple). Only Bart can see them, so only Bart can stop them! After locating them with his X-ray specs, he then jumps on their heads. (Flip to page 18 for more top secret info!)



Here's young Bart at the circus, on the look-out for a good time (and a few aliens)!

Prediction: Bart's big news, and the game was very well received on the 16-bits. If it's just as good on the Speccy then it could be No.1 in the charts forever and ever (and maybe a little longer than that). Anyway, whatever it's like, it's going to sell.

WACKY RACES

Who it's by: Hi-Tec
When it's out: September
What it's about: The first of Hi-Tec's autumn Hanna Barbera licences, this is a horizontally-scrolling car race set over different stages. You play the utterly horrible Dick Dastardly (hurrah!) who's got to win by fair means or foul. The fair calls for skilful driving (pretty unlikely really), the foul is not very sporting at all (but a lot more fun) and involves setting tricks and traps to trip up the other racers (Penelope Pitstop, the Ant Hill Mob and the Slag Bro's).



A Slag brother with club! Rockin', or what!?

Prediction: *Wacky Races* was such a brilliant cartoon that it deserves to be a hit, but it *is* a bit long in the tooth – have any of today's younger Spec-chums ever seen it? Apart from that, the prospects are good – the graphics are big and colourful, a bit like *Scooby*, and if it's got as much playability Mutley probably won't be complaining too much.

WRECKERS

Who it's by: Audiogenic
When it's out: September
What it's about: You're on a space-station with a team of droids. The place is crawling with nasty aliens and you need to search for, and turn off, all the self-destruct beacons that they've turned on. It's designed with an isometric 3D view and there are 'cameras' in the corners of each location, so it's slightly different from your usual shoot-'em-up.

Prediction: The 3D views look good, but it's the gameplay that'll make or break *Wreckers*. If the screen updates are fast and everything runs smoothly (not easy to do with complex 3D), then it'll be alright. Audiogenic have had some really good games recently (like *Lone Wolf* and *Helter Skelter*) but they seem to disappear quite quickly. Who knows though. *Wreckers* could be the game that raises their profile.

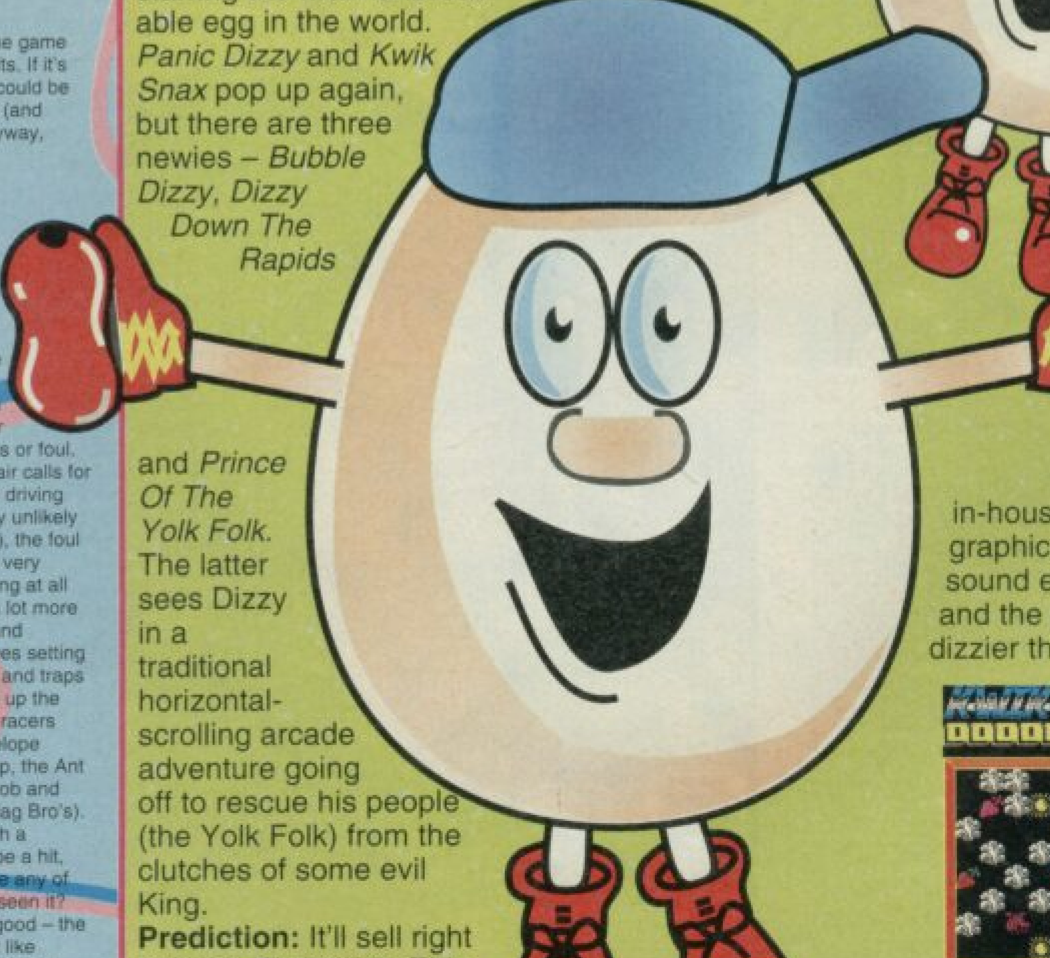
THE JETSONS

Who it's by: Hi-Tec
When it's out: October
What it's about: Another Hanna Barbera licence. The Jetsons are basically the Flintstones of the future, better known in the States (where they make millions of Americans laugh a lot



Dizzy V





Who it's by: CodeMasters
When it's out: November
What it's about: Another set of games starring the most unbreakable egg in the world. *Panic Dizzy* and *Kwik Snax* pop up again, but there are three newies – *Bubble Dizzy, Dizzy Down The Rapids* and *Prince Of The Yolk Folk*. The latter sees Dizzy in a traditional horizontal-scrolling arcade adventure going off to rescue his people (the Yolk Folk) from the clutches of some evil King.

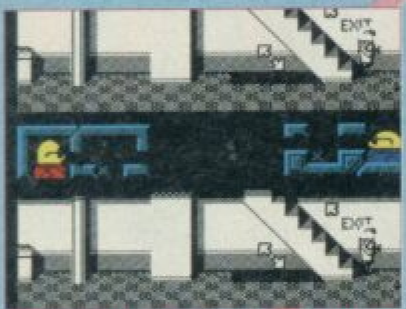
Prediction: It'll sell right through Christmas. This guy can do no wrong (plus he tends to appear in brilliant games which don't cost any money). Big Red, the programmers, have joined the Codies in-house team to make the graphics even glitzier, the sound effects even dazzlier, and the plot twists even, erm, dizzier than ever before.



Fancy some Kwik Snax? Chomp!

and roll around on the floor) than over here. It's a mix between a horizontal-scrolling platformer and a sort of interstellar overhead-view planet-hopping spaceship jobby.
Prediction: Could get a cult following. Plus the Barbera licence is so popular (second-only to *Dizzy*) that anything Hi-Tec release tends to sell like hot cakes.

BONANZA BROS
Who it's by: US Gold
When it's out: October
What it's about: Taken from the Sega coin-op, *Bonanza Bros* is a platform caper all about a pair of cat-burglars (called Mobo and Robo) who get hired by a security company to test the defences of several large (and variously levelled) warehouses. There are all sorts of security devices to be got round, so it's a game of skill, dexterity and, erm, another big word... *(Ingenuity. Ed)* Yeah, that's the one.



Those nasty burglars had better watch out – Mobo and Robo are on the job!

Prediction: A big coin-op hit, *Bonanza Bros* will have the full weight of the US Gold publicity machine behind it, and will probably sell a packet. As for the conversion, expect good things – puzzley games are easier to transfer than big action jobbies (and anyway they make a blimming change!).

DOMINION
Who it's by: Interceptor
When it's out: November
What it's about: It's a 3D space fantasy in which you move around the constellation blasting bad aliens and being nice to good ones. There are lots of spaceship locations to explore and plenty of weird artefacts and weapons to pick up and do lots of juggling tricks with.
Prediction: It's early days yet (and it's changed a lot since we featured it on the issue 66 cover cassette), but the 3D space views and crisp graphics are certainly going to be a strong point. It'll be out after *Wreckers*, which might put it in the shade a bit, but it could prove quite a little character.

INDIANA JONES AND THE FATE OF ATLANTIS
Who it's by: US Gold
When it's out: November
What it's about: It's the Speccy game of the movie that never was, an exploraround shooter with lots to find (otherwise you'll never get anywhere). Indy's joined by a girlie side-kick, and you get to play her too. Hurrah!
Prediction: Shakier than it would be if it had a movie to back it up, *Indy 4* will still be a stonking success. The name's too big for it to be anything else. The gameplay looks pretty spot-on too, so it could run and run.

HUDSON HAWK
Who it's by: Ocean
When it's out: November
What it's about: An action-packed arcade adventure from the Bruce Willis film of the same name. It's a multi-level affair, in which you must steal a priceless object from the Vatican and hang on to it, avoiding all the unpleasant thugs racing after you. There are flying sequences, ground sequences and, in true Ocean movie-licence tradition, a couple of puzzles to solve.


Looks exciting, eh, Specchums? Wonder if you get the chick in the game.

Prediction: Nobody saw the movie, so the game won't be riding on the back of any great success – that doesn't mean it'll sell crap though (just take a look at *Navy SEALs*).

NEVERENDING STORY 2
Who it's by: Linel
When it's out: October
What it's about: The first *Story* was a huge film success on the continent (not so much here), and the sequel was fairly big there as well (hence this Swiss game). Bastian's got to get through six arcade-style levels in order to save Fantasia (where the story's set).
Prediction: We haven't seen anything of the finished game, but the piccies look nice. Not exactly the most street cred game but it could do well with the young uns.

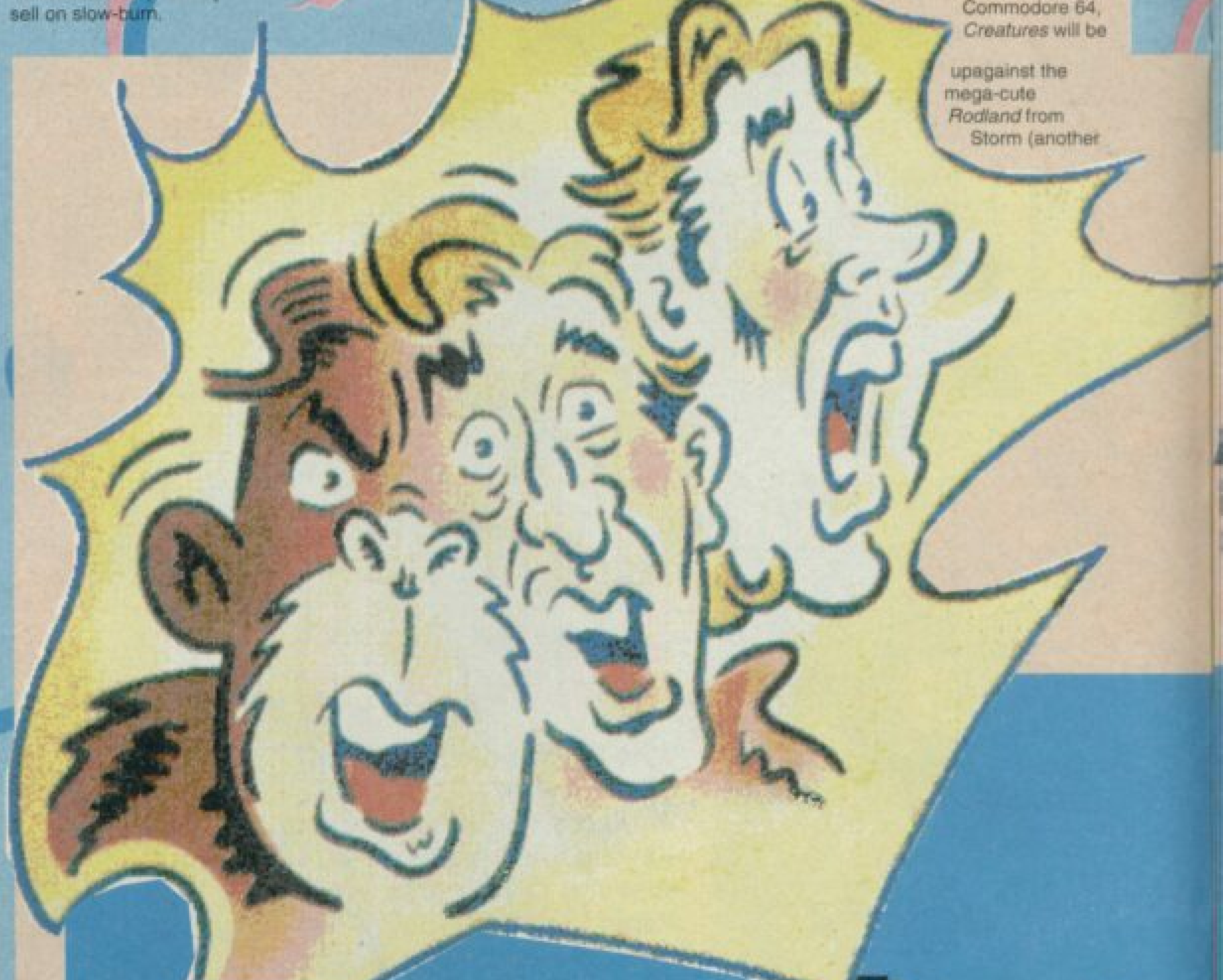

Ooh, this is a bit spooky. We're getting out of here pronto!

HAMMERBOY
Who it's by: Dinamic
When it's out: December
What it's about: You walk from left to right hitting everyone with a claw hammer, just like *Super Wonderboy* (except for the axes, of course).
Prediction: So far it doesn't sound too promising. Coming out around Christmas, it's going have to be incredibly good and have a very high profile to win anybody's attention.

SPACE CRUSADE
Who it's by: Gremlin
When it's out: December
What it's about: It's a cross between *Hero Quest* and *Laser Squad* which involves a team of Marines wandering around a spaceship (seen in a *Hero Questy* sort of 3D), meeting aliens, nasties and broken airlocks.
Prediction: If you liked *Hero Quest* (and plenty did) then you'll love *Space Crusade*. The board game's original and fun and, judging by the polished graphics of other Gremlin games, it should look a treat too. Strategy fans will be in their element, but shoot-'em-up addicts should get hooked too. It'll probably sell on slow-burn.

CUTIES

CREATURES
Who it's by: Thalamus
When it's out: September
What it's about: A cutsie platformer about a bloke called Clyde Radclyffe, who lives on an island with the Fuzzy Wuzzies until they're all tricked and captured by evil Demons. Clyde comes to the rescue, braving a series of underground, above-ground and water-borne stages. Each stage has two scrolling levels, and a fiendish puzzle at the end that you've got to solve within a time limit. Stop the watch!
Prediction: We've been waiting for this one for ages. An absolute corker on the Commodore 64, *Creatures* will be upagainst the mega-cute *Rodland* from Storm (another





Who are you looking at, you big monkey? He looks a bit violent, this Toki chap. Mind you, how would you feel if some horrible bloke came along and turned you into a hairy ape? (Actually, if you looked like the blond geek to begin with, you probably wouldn't mind at all!)

PUZZLERS

RAMPART
Who it's by: Domark **When it's out:** December
What it's about: Based on an Atari coin-op, you've got to build a castle and look after it. (It's supposed to be a bit like *Tetris*.)
Prediction: The arcade game's novel and addictive, so it could do well. If the conversion's bad then Joe Public (who doesn't like dud puzzlers) will avoid it like the plague.

NEIGHBOURS

Who it's by: Impulze
When it's out: November
What it's about: We've had some pretty odd licences in our time, but the residents of Ramsey Street just about take the biscuit. Naturally, when Impulze got the licence they were at a bit of a loss to know what to do with it, but in the end they plumped for a mixture of (non-violent) arcade and puzzles.



Now you too can act badly and be the Neighbours star of your dreams!

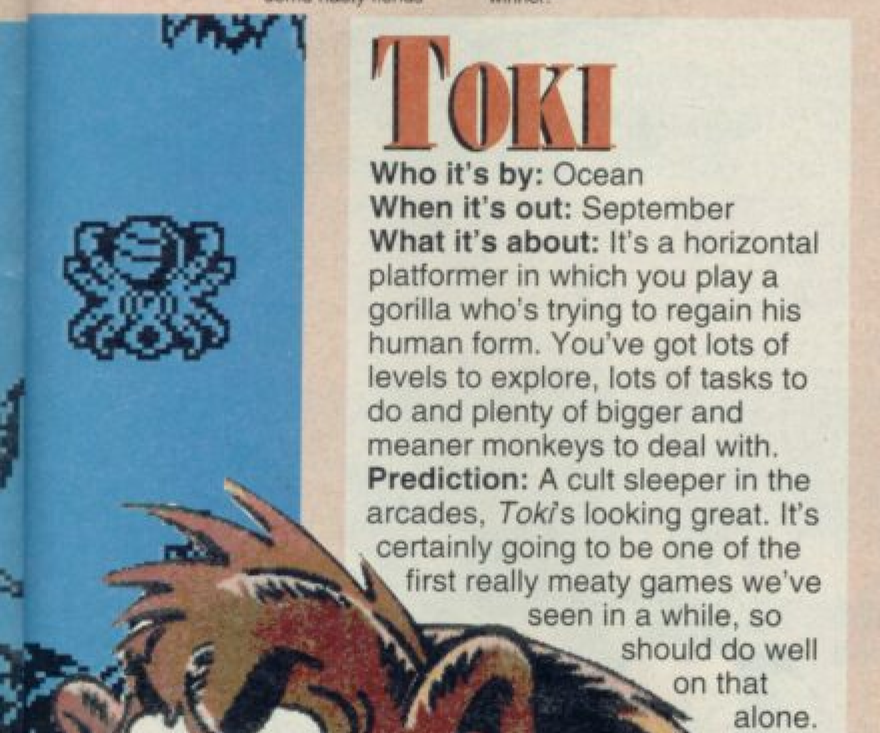
And Kylie and Jase are in there too, so that's, er, okay.
Prediction: It's a sexy licence to get, and sure to sell well on the name alone. Which means if the game itself is playable, fun and addictive, it could lodge itself at the top of the charts for ages.

one which has been in the pipeline). It hasn't got the same coin-op heritage as its competitor, which might hold it back a bit, but it'll certainly benefit from the recent dearth of cutsie full-pricers.



RODLAND
Who it's by: Storm
When it's out: October
What it's about: Two little fairies, Tam and Rit, have their Mum kidnapped by some nasty fiends from the next village. Armed with Rods of Sheesanomo they set off in search of adventure, destruction and, er, their Mum.
Prediction: *Rodland* did well as a coin-op, so it'll definitely have that 'big game' feel before anybody actually plays it! The preview screenshots look nice, and if Storm get the playability right (which they certainly managed to do with *SWIV*!) then it's bound to be a big winner.

TOKI



Who it's by: Ocean
When it's out: September
What it's about: It's a horizontal platformer in which you play a gorilla who's trying to regain his human form. You've got lots of levels to explore, lots of tasks to do and plenty of bigger and meaner monkeys to deal with.
Prediction: A cult sleeper in the arcades, *Toki*'s looking great. It's certainly going to be one of the first really meaty games we've seen in a while, so should do well on that alone.

SHOOT-'EM-UPS

SUPER SPACE INVADERS
Who it's by: Domark
When it's out: October
What it's about: *Space Invaders* was the first big arcade machine, and *Super*'s pretty much a hi-tech rehash. Whizz left and right, and blast waves of flying aliens. It's a gas.
Prediction: The original came out over ten years ago, so the raddest, hippest dudes around won't remember it. (Ha!) This could work well in its favour. Also, The Kremlin have added all sorts of weirdness to pep it up, and improvised around the rather-too-static gameplay.

SMASH TV
Who it's by: Ocean
When it's out: October
What it's about: It's an arcade game by Williams, and the sequel to *Robotron* (which never made it to the Speccy). Basically you clear every screen of nasties, then move on to the next. (The TV connection is that the game is based on a gameshow of the future where you win videos, fridges and cars.)
Prediction: *Smash TV*'s brilliant in the arcades, if Ocean can keep it fast and colourful, it'll be a mega-hit. But they're certainly going to have their work cut out...



Smile! You're on TV!

G-LOC



Er, the coin-op (unfortunately).

Who it's by: US Gold
When it's out: November
What it's about: A Sega smash, *G-LOC* means G force, loss of consciousness, dribbling all over the dashboard etc. It gives you a rear view of a plane zipping through the sky, and is *ridiculously* fast and furious.
Prediction: Tiertex had better keep their speed up!

SPORTY JOBBIES

FOOTBALL MANAGER 3
Who it's by: Addictive
When it's out: October
What it's about: As eny fule kno, *Football Manager* was the first management sim ever to hit the Speccy. *FM3* updates the idea with (amongst other things) bigger sprites and icon menu control.
Prediction: *FM1* and *2* were very successful, so *FM3* should do well too – but it *is* up against 326 other football management sims!

WORLD CLASS RUGBY
Who it's by: Audiogenic
When it's out: October
What it's about: *Kick Off* with a funny-shaped ball.
Prediction: It's looking good on this month's Mag 7 – but it's not Mr Average Spec-chum's most popular sport. It's out in time for the Rugby World Cup though (which England will win), so that won't harm the sales.

EURO FOOTBALL CHAMP

Who it's by: Domark **When it's out:** December
What it's about: Another footie game! It's a top-view type, with all the big teams in Europe making an appearance (so there'll be no English ones, hem hem).
Prediction: The footy market's quietened down a lot since the heady days of last summer – but people are still thirsting for more (witness *Man Utd Europe* at the top of this month's charts). Depends how good it is.



DRIVE-'EM-UPS

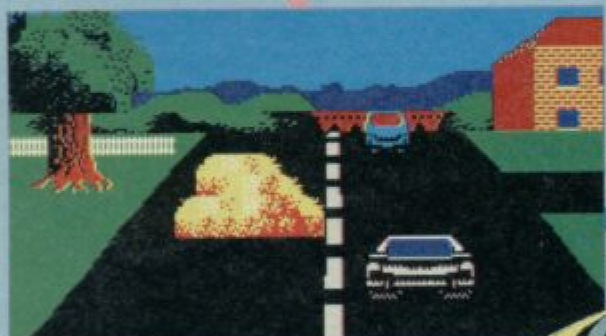
CISCO HEAT
Who it's by: Mirrorsoft
When it's out: November
What it's about: A 3D driving game (taken from a Jaleco coin-op) which places you at the wheel of a police car, looking out for furry felons in hot-rods. It's going to be really fast, with you whizzing up and down the wicked San Francisco hills, avoiding legitimate road-users and trying to beat a time limit.
Prediction: Sounds a lot like *Chase HQ* to us. *SCI* totally missed the point last time round, so this could be more of a sequel than that was. It's got to be damn fast, have some new tricks up its sleeve, and go like the blazes.

BIG RUN
Who it's by: Storm **When it's out:** December
What it's about: Erm, this one's a bit like *OutRun Europa* really. You tear around in a car, avoiding everybody in the way, picking up turbo bonuses and trying to overtake any baddies you come across.
Prediction: It'll need to be pretty snazzy to compete with the even bigger *Europa*, but who knows? It may well be the driving game that every Spectrum owner since 1983 has been looking for!



OUTRUN EUROPA

Who it's by: US Gold **When it's out:** September
What it's about: Spookily, *OutRun Europa* was never a coin-op, although it's definitely got the makings of one. You race a convertible Ferrari around Europe, avoiding the police, other vehicles and walls. And it's all in 3D!



Prediction: It'll have to be better than *Chase HQ* and *SCI* to get big sales, but it's being programmed by Probe, who should make it pretty fast, smooth and colourful.

That's we like to see – nice primary colours and a good explosion or two. (Hopefully, there'll be a few more later!)



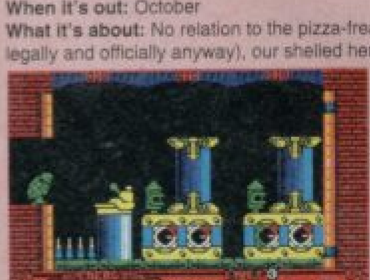


BEAT-'EM-UPS



PITFIGHTER
Who it's by: Domark
When it's out: September
What it's about: It's all about punching and kicking people in a pit (basically).
Prediction: A direct rival for US Gold's *Final Fight*, reviewed this month. *Pitfighter*'s Achilles' heel is that we won't be seeing the digitised graphics from the arcade game. But, as beat-'em-ups go, it's got a lot of variety, and interest should be strong.

T'AI CHI TORTOISE
Who it's by: Zeppelin
When it's out: October
What it's about: No relation to the pizza-freaks (well, not legally and officially anyway), our shelled hero has to battle his way past loads of people with 'Let's Be Really Nasty To Tortoises Today' messages on their T-shirts, until he gets to his final fight with Mr Big. It's a platform game, and promises a good dose of humour (T'ai Chi is the most harmless martial art you can think of).



Down in the kitchens, Mr Tortoise wonders how to avoid getting served up on a platter.

Prediction: If *T'ai Chi Tortoise* catches on we could be talking about a new Speccy hero. But if it's slow on its feet...

DOUBLE DRAGON 3
Who it's by: Storm
When it's out: December
What it's about: It's another oriental-style beat-'em-up, which sees you bashing and crashing your way through tons of enemies and plenty of tricks and traps.
Prediction: This one'll be up against *Ninja 3* in what could be the martial art contest of the year. It's too early to guess who'll be the winner – but keep *YS* by your side and you're guaranteed a ring-side seat!

NINJA 3
Who it's by: System 3
When it's out: December
What it's about: Like *Ninjas 1* and *2*, it's a 3D scrolling world. There are a few puzzles to sort out on the way, and you'll need to use your nouse as well as your lethal feet and fists.
Prediction: *Ninja 1* did well, but by number *2* the format was getting a little stale. Unless *3* has a lot of new bits in it, it might not make too many ripples when it's launched into the Speccy world.

TEENAGE MUTANT HERO TURTLES 2

Who it's by: Mirrorsoft
When it's out: December
What it's about: Based on the Konami coin-op, Splinter's been kidnapped and our four turtley friends have got to brave five horizontal levels to rescue him. Like the first *Turtles*, there are two viewing scales, close-up and not-so close-up.
Prediction: Turtle-mania's died down, so this won't do the same business as the first one. But that doesn't mean it can't make an awful (awful!) lot of money.





They're back (back! Back) and they're looking for a bit of action. Cowabunga!

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THE SIM

YS MEGAPREVIEW

There are only five people in the whole world who've never heard of *The Simpsons*. And they're on a lighthouse cut-off from humanity in the middle of the Atlantic. Oddly though, there are only 14 people outside America who've ever actually SEEN *The Simpsons*. This doesn't stop it being piping hot property of course. And here's the Speccy game for proof. JAMES LEACH visited Ocean (who else?) to find out more.



Hmm? The Simpsons? Oh yeah! I watch 'em every night on my Sinclair-combined satellite receiver, sunhat and wok! They're brill! In one episode, Bart gets a gun and *(Oi! Get on with it. Ed)*... Hem. Well, in one of the episodes, apparently (I lied about the satellite TV), Bart battles the invading Space Mutants. And this is what the Ocean game is about. Basically, he's got to save the world (and you've got to help him).

Purple Simpson Day

Some alien mutants have appeared on Earth, and their mission is to take over the Universe (isn't it always?). To do this they've got to collect lots of weird things like hats, balloons and purple objects. Which is fair enough, I suppose. You, as Bart, have decided to put a stop to this nonsense. You wander off (it's a left-to-right screen-flipper) and soon come across purple doors, flowers and so on. Whip out your little spray can and colour them red. Already, you're striking a blow for Earth and freedom (and being a bit of a vandal into the bargain). As you meander along through the game you encounter bouncing alien, er, things. They look a bit like spiders but they're much more dangerous. These must be jumped over or ducked under. Sounds easy? Well, it ain't, matey! There are lots of these little horrors, and they zip up and down at different speeds. Timing is essential. They can't be killed so you've just *got* to get past them.





There! I told you the Simpsons were really weird. I mean who else but Bart would think of jumping into a huge clown's mouth?! He doesn't look too pleased about it though. This is from Level Three (the, er, circus bit).

Luckily you've got some pretty spanky moves to help you on your quest, like running along, leaping and doing long jumps (ie. trying to be a bit of a Daley Thompson). Like all platform games, everything depends on how good (or crap) you are at mastering the gymnastics, but don't be spooked if the screen suddenly goes black and white – you've accidentally triggered Bart's X-ray specs. He needs these throughout the game to check whether the people he meets are actually aliens in disguise.

Do the Bart-man!

Like I said, most of the game's platformy, and there are some really fiendish screens to get through.



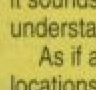
Bah! Those pesky aliens are up to something. (I can feel it in my water.)



On Level Two you've got lots of shoes, which walk back and forwards, jump around and even moon-walk! (All by themselves – eek!) To get past these you'll have to time your jumps to perfection. If you lose a life, you have start again either at the beginning of the level you're on or half-way through it (depending on how near the end of it you are). Phew! It's little touches like this that stop you from throwing your Speccy across the room when you can't get past a certain point.

Even more fiendish are the puzzley sub-games. The toughest ones are on Level Three at the circus. This is called Dizzy Doors, and it's a lot like one of those old Rubik's Cube puzzles – you've got to get all the doors one colour by selecting them in the right order. (I know it sounds rather crap and hard, but don't worry – you'll understand it when you see the game!)

As if all this wasn't enough there are lots of secret locations, hidden platforms and special cheat modes which ARC (the programming bods) don't want to talk about (cos you've got to go and find 'em out yourself!).







BART'S BITS AND BOBS

Bart has a collection of useful items to help him on his quest. By collecting money (he gets a coin every time he jumps on an alien's head), he can go into various shops and buy what he needs. At the moment we're sworn to secrecy about exactly what he's got to do with all this gear (half the fun's supposed to be in finding out!), but at least we can have a quick shifty and find out what it all is...



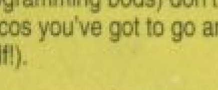
1. X-Ray Specs

Bart puts these on so he can tell which people are aliens and which are just ordinary Americans. They're always by his side.

2. Cherry Bomb

These are like bangers and they're used by kids all over the USA (who buy them in hardware stores). They explode in 'garbage' cans, causing a very loud noise. Bart will need one to scare the aliens in Level Two.

3. Wrench



We Britishers call them spanners. Usually used for taking things apart (or hitting people). Bart will need one of these when he gets to Levels Two and Three. Just look for a big nut (easier said than done in this game).

4. Whistle

Traditionally used for drawing people's attention to things, Bart armed with a whistle is a frightening prospect.

5. Magnet

Think for a mo – what do people in cartoons use magnets for? Attracting metal things, that's what! Bear this in mind when you find the magnet. It'll come in very useful.

6. Coins



Jumping on aliens and certain objects (like postboxes) causes money to appear. The more you get, the more equipment you'll be able to buy.

PSONS



YS MEGAPREVIEW

LEVELS FOR THE LEVEL-HEADED

A quick guide to what's what and where...

LEVEL ONE The aliens try to steal everything purple. Apparently it's for some machine they're building to conquer Earth. (Well, wouldn't *you* run away from a big purple machine if you saw one coming at you?) Bart's got to travel along armed with his trusty spray can, squirting any purple lamp-posts, litter bins and flowers he finds. The end-of-level-baddie is a big bully at the Springfield Retirement Home.



LEVEL TWO Bart meets lots of people with hats on, and uses his X-ray specs to see whether they're really aliens in disguise! If they are, he's got to jump on their heads and knock off his titfer. *(That's hat to you and me. Ed)* The nasty at the end is a lady terrorist in a shopping mall. (Honest.)

LEVEL THREE Bart's got to foil even more dastardly Mutants by popping the balloons they're flying in. It might sound a bit, well, silly but these balloons (like the hats and purple things) are vital to their invasion process. Main baddie is Sideshow Bob, who you'll find at the circus (if you ever get that far).

LEVEL FOUR It just gets weirder and weirder! Now the Space Mutants want to get their hideous tentacles on lots of exit signs. And yes, it's down to you – one lone, yellow, spiky-headed six-year-old to stop them (by hitting each exit sign with your dart gun). The big baddie is Professor Marvin at the Natural History Museum.

LEVEL FIVE takes place in the nuclear reprocessing plant where Homer (Bart's dad) works. The last thing for the aliens to collect is nuclear fuel, so Bart (brave young chap that he is) has to collect all the radioactive fuel rods and put them in the basement. And he even refuses to wear a poncy radiation suit! Worra guy!

around



Getting across the Big Wheel is easier said than done. Just remember you're Bart and you can jump on platforms no-one else can see!



Let's party – the whole family's here!

Okay, so we know that *The Simpsons: Bart Vs The Space Mutants* is a big game. We also know that it's no walk-over. So do you get any help with it? The answer is yes.

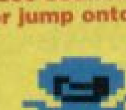




Y'see, the game isn't just about Bart. Each level has one of the other family members on hand to help out. But before you can call on them, you've got to collect as many coins as they have letters in their name (if you see what I mean). Level One has Maggie, Level Two has Marge, Level Three has Lisa, Level Four has Homer and Level Five (in the nuclear power station) has the whole family to help Bart get rid of the nuclear fuel rods. Levels Four and Five haven't actually been started yet (so there's nothing to see on them, boo hoo) but ARC say that the levels will definitely get funnier, trickier and more visually stunning as you go along – so they'll definitely be worth the wait! (And if that isn't a good way of making you slog away at it 'til the bitter end then I don't know what is.)



Bart stands on Main Street USA. Looks like he's got his work cut for him with all those bouncing space mutants and the purple litter bin! (And if things get a bit hairy then he can just wander into a shop, or jump onto one of the rooves.)





WHO ACTUALLY DID THE BARTMAN THEN?

A team of cheerful fellows in Walsall, that's who. They all come from a set-up called ARC Developments, and the Speccy version was co-ordinated by a rather tall dude called Byron Nillson (who wrote the code) and a not-quite-so-tall chap called Paul Walker (who did the stonkingly spiffing graphics). We drove the Ocean Ferrari Testarossa from Manchester to the Midlands to see Byron in his lair.

Hello, Byron!

Hello.

Right. Let's not beat around the bush. We'll get straight to the point. In at the deep end, so to speak. Erm, *The Simpsons* looks like a pretty big game, the kind of thing that'd eat up lots of memory. How did you go about fitting it all in?

Well, it wasn't easy. I had to store everything to be displayed in as small a space as possible. It meant crunching it up into little bits, then quickly reassembling them when they were needed on-screen. We went for an overlapping 'screen-flip' rather than a continuous scroller, because it speeded up the game and also saved on memory. And guess what? It worked brilliantly! (Even though I say so myself.)



Smart. Did you spend any time watching the telly prog to get an idea what they're like?

Yep. We wanted to use ideas from lots of episodes (rather than just do one to death) so we borrowed loads of the funniest bits from all the shows. It was certainly a laugh watching them all, and with any luck the game's turned out as funny as the shows (not that anyone's seen them of course!).

Well, that's super. Is there anything you wanted to slip into the game but couldn't?

Um, no, not really. It's got the rest of the family, and even the power station where Homer works. Basically, it's got the lot!



Modest, aren't you?

No, not really. Bye.

(And that was that.)

FAX BOX

Game	The Simpsons: Bart Vs The Space Mutants
Publisher	Ocean
Programmers	ARC Developments
Graphics	Paul Walker
Coding	Byron Nillson
Release Date	December '91
Price	tbc (128K only)

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!

I'm feeling a little off-colour this month. I think all that horseriding's getting to me. My knees are sore and my back hurts – so I'm writing this in a hammock (under doctor's orders). It's certainly been a busy month. I took James, Linda and ye olde Ed Matt off to the Fairford Air Show, which turned out to be a complete nighty! James kept trying to run under the ropes and stowaway in aeroplanes, and Linda kept disappearing after airmen! Matt got lost and I found him sitting outside the lost children tent eating an ice cream! What a day. Even now, the sound of an aeroplane makes me go all pale and trembly. I turned to your letters seeking sanity in an otherwise mad world. Needless to say, I was disappointed.

SCOTCH CORNER

Sweet out fast brother! Yo! Horscut mahorsht dotaman! Seall! Haggus aggus! Yo! Yeah! I is a real foreigner man, from far reaches Outer Hebrides come myself! Yo! Me grateful if you wonderful badge send me. Thanks soft-lad! Yo! Seall!
Doug McGlashan
Paisley, Scotland

Every now and then something happens to make me think that maybe Scotland should be separated from the rest of Britain. After all, we've only really been on speaking terms for the past 400 years which, in the scale of things, isn't that long. Before an uneasy truce we were always at each other's throats, trying to bump off monarchs and having absolutely massive battles in fields of blood. I love Scotland but I can't even pretend to understand a nation that writes letters like this.

All I can glean from Mr McGlashan's letter is that he'd like a badge, that I'm a soft-lad, and that he comes from the Outer Hebrides. Strange, I didn't know Paisley was in the Outer Hebrides. **Ed.**

AN MP'S LIFE IS NOT A HAPPY ONE!

I am jolly pleased with your stand against Mike Fallon MP and I write this letter in connection with his. Firstly, as an MP surely his job involves trying to be on the same wavelength as the people he serves and if he thinks that ten out of ten children haven't heard or used the B word then he had better enter the real world. He also stresses that parents may want to protect their very young children – responsible parents would check what the child intended to buy and see if it was suitable.
Mark Billyeald
Partney, Lincs

I'd just like to take this opportunity to thank everyone who sent letters supporting our case and those who wrote to Mr Fallon himself. You all know my reasons for putting the game on the covertape (and if you don't, then get a copy of last month's mag from Back Issues!) and, judging from the letters I've received, quite a lot you seem to be on my side.

Anyway, let's not be horrible to Mr Fallon. He probably has a very hard time in the House with all those Labour chaps shouting rude words at him. Actually, that's probably why he's so against bad language. (Those politicians, eh? They really are a bunch of hoodlums!) One day Mr Fallon will realise the error of his ways and send us a letter begging forgiveness and loads of flowers and choccies. I'm living in hope! **Ed.**

ELECTION FEVER

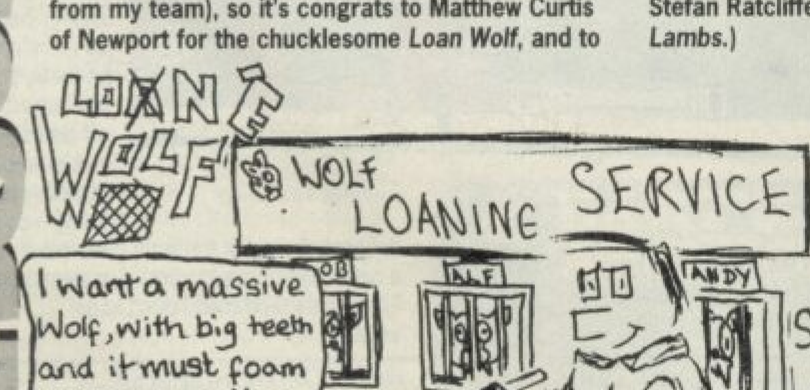
Has the YS team ever tried entering the General Election? If not then do cos you'll easily win.
Thomas Norton
Southbourne, Hants

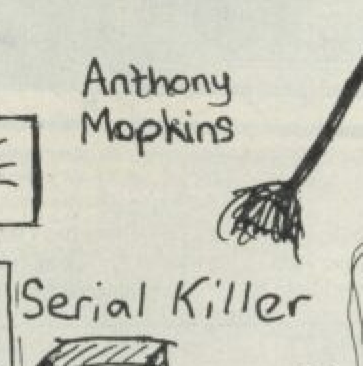
The idea of becoming a politician is quite appealing (as anybody who spotted me in last month's Pssst should already know). The next General Election could be pretty

DOODLEBUGS

It was jolly hard choosing your pics this month – they were all so crap. (Ha! Not really.) I finally made a decision though (with much aid and abettment from my team), so it's congrats to Matthew Curtis of Newport for the chucklesome *Loan Wolf*, and to Graham Fraser for the, erm, hysterical (sort of) *The Empire's Striped Slacks*. (Oh, and as a little extra something for being so good, I've thrown in a bit of Stefan Ratcliffe's seminal work, *The Silence Of The Lambs*.)









STARLETTER



MOVE OVER, CLAIRE RAYNER!

At the moment I am unfeasibly bored and so to pass the time I'm writing to you. I was going to do the whole letter in newsprint but I got bored with that after writing my address.

The reason for my intense boredom is that it's Tuesday evening, *Twin Peaks* ended last week and I've got fed up of playing *R-Type* (cos I can't get past Level Four). To make thing's worse, Linton's a pretty boring village, leaving me with nothing better to do than write stunnihgly boring letters to magazines so that everyone else who reads it can get bored too.

Anyway, I'm just going to watch the paint on my garage door peel slowly away (in the rain), so all I can say is that I hope you're having more fun than me. I've enclosed a piece of padded kitchen towel with the letter 'k' drawn in purple ink on it to make the letter a bit more surreal.

Robert Challis
Linton, Cambridge

... Yawn... Oh, has he finished? I was just having a really good dream where I was on top of Mount Olympus. I was sitting outside a goat-herd's hut by a clear pool eating cheese. All around me were loads of dancing nymphs with flowers in their hair. (I think I've been playing Olympus too much.) Anyway, here I am back in the real world, and isn't it dull?

The main problem with bored people is that they're so boring. And cos they're so boring no-one wants to talk to them or go to the pub with them and so they get even more bored and even more boring. It's a vicious circle and I'm afraid that you, Mr Challis, are firmly entrenched right at the centre.

You've really got to try harder. If you are bored, try to hide it. You'd be suprised at the difference it could make to your life! As a (probably futile) attempt to make your life more exciting, I'm going to send you some games. I'm getting dead good at this agony uncle thing. Maybe I'm in the wrong job. **Ed.**

soon so we've got to be prepared. We're already getting our cabinet positions sorted out. Linda's going to be Home Secretary, Andy O will be Transport Minister, James is our best bet for Foreign Secretary, Maryanne wants to be Chancellor, and I, of course, will be the big PM.

We've put a draft of our manifesto together (it's a bit rough around the edges but the basic concepts are there). Each of the YS team has put forward a policy that they'd like to see put into practice. Linda thinks people would be a lot happier if they had more of the simple things in life like somewhere to live and windowboxes full of buttercups. Andy O wants to give motorcyclists right of way, James thinks free holidays are a surefire vote winner, and Maryanne wants to see more money in circulation and cheaper Speccies (for about a fiver)! I don't have any policies as such, I'm just going to oversee the whole affair and, erm, delegate responsibilities. I can't wait 'til the next election! We're gonna walk it! **Ed.**

MIX UP

Don't you think that Matt "Worship Me" Bielby looks a lot like the lead singer of Simple Minds! The resemblance is uncanny!

By the way, Gloucester's answer to *Donkey Fancier's Quarterly* (*The Mix* – named before the Kraftwerk album and the Radio 5 show) will be out soon.

Steve Anderson,
Gloucester

Jim Kerr is a fat, dark Scotsman who used to be married to Chrissie Hynde out of The Pretenders. Matt Bielby is a small, fair Yorkshireman who has never been married to anyone (ever). It's your mind that's uncanny, Steve.

Oh, and you don't want to call your mag The Mix cos loads of things are called that (and have been for ages). Off the top of my head I can think of two – a record shop in Bath and a nightclub in Harrogate. Take my advice, young Steven, and call it something wildly exotic and interesting like, erm, Andy. **Ed.**

A SAD TALE

I was reading through *YS* when I came upon a job advert for *Amiga Power* magazine. At the bottom of the ad it said to write to Matt Bielby!! The original madman himself!

A few weeks later I arrived at school to find my friend looking at the new mag. I had a look inside and

SMALL PRINT



My sheep are prepared for battle.
Richard 'King Of Sheep' Hern, North Shields, Tyne And Wear
Okay, men, heads down and full speed ahead. Watch out for flying fluff. **Ed.**

Bring back SAM Surgeon, review SAM games and send me Linda.
John Teare, Ramsey, Isle Of Man
You don't want much, do you? **Ed.**

I think it's a disgrace that the editor of such a fab magazine should be called a hippy. Many of my best friends are hippies and none of them are editors.
Mr Kirby, Lewes, East Sussex
Some of my best friends are editors and none of them are called Arthur. **Ed.**

What has Shakespeare got to do with Sheffield, city of ducks?
Richard 'Of' Caine, Sheffield
Is it a joke? I don't get it. **Ed.**

I have both asthma and hayfever.
Lisa Tommes, Pontypridd, Mid Glamorgan
Pathetic. I've got scurvy, bilharziasis and green monkey disease. Ha! **Ed**

I've enclosed a model of you.
Peter 'Stamps Cost A Lot' Thomas, Wellingborough, Northants
He's so cool. I think I'm in love. **Ed.**

Must go. Games to play, homework to do.
Andy Longbottom, Hastings, East Sussex
How absolutely fascinating. **Ed.**

WONDERFUL WORLD OF SPECCY



Tis a strange world we live in – World War 2 fighter bombers are found on the moon, grown men try to kill one another with cucumbers, and incredibly weird Czechoslovakians are interested in my, er, 'firm'...

A LITTLE STORY

Peace and love! We need it, don't we? Yep, that's right I'm a sort of hippy too. Well, never mind about it, I wrote you to tell this fun story I went through.

One day I was skateboarding (don't make fun of me) and a girl sort of throwed herself at me (as we say here in Portugal), or at least I think she did. Well, I have a problem! She doesn't seem to like nor computers nor skates nor hippies. So tell me why she throwed herself at me? I'm not that cute too, you know. And I'm shy!

Eduardo Marques
Espinho, Portugal

I can't answer your question because I don't know all the relevant facts – all I can do is put forward possible reasons why this girl has fallen at your feet.

Now, the first question that springs to mind is – is she blind? I don't mean to sound horrible, but if you're ugly and she's not interested in any of the things you do then she must either be blind or in love. Girls are like that. Maybe she fell in love at first sight, or maybe she tripped up. It's even possible that your shyness is attractive – she probably wants to look after you. The best thing to do is just let things happen. If she likes you then don't worry – be happy! (I know I would.) **Ed.**

YOU WHAT?

First of all I would like to apologise myself for worrying you I was successful in getting your address. I am a fan of your firm. I dare to ask you to send me your publicity materials to enrich my collection of prospektuses, posters, stickers, which helps me to gather my knowledge about the actual state development-review of all the latest novelties about of your firm, which is my only hobby. I know that you daily receive a big number of similar letters but I believe you will write back. Thank you in advance for the favour you do me.

Peter Vitek
Libicka, Czechoslovakia

Erm, I really am lost for words. It doesn't happen very often, but you've well and truly confused me. All I want is a bit of normality and instead I get this. I can't go on much longer. Let me just read that letter again...

(Three hours later.)

I've got it! (I think!) When you say my 'firm', I suppose what you actually mean is YS, or even Future Publishing. I'm afraid we don't have any prospectuses, posters or stickers, but you can have a badge. Sorry, but that's all we've got. **Ed.**

KINDLY LEAVE THE STAGE



Oh, the wit! The wit! It's almost funny! Here's **Shane Speck...**
Did you hear about the boy who got arrested for pushing a cucumber through an old lady's letterbox and shouting "The Incredible Hulk's coming to get you".
Blimey! And now for something completely different, from **Stuart Richards...**
Q. What's red and white?
A. Pink.
I liked that one. Keep them coming, they're getting better (I think).

noticed a section on who wrote for the mag. You were there, as was Rich Pelley. What is the meaning of this? Have you all abandoned the Speccy boat?
Mat Stone
Coventry

After a mercifully brief bout of madness, Matt seemed to have settled down. He was almost back to normal (so to speak). His doctor asked us to treat him as a 'whole person' so he went horseriding with me, and Andy took him round the block on his bike.

Unfortunately I let Linda take him to see one of her funny bands. He came back singing in a falsetto about rainbows and spent the next day dancing in a cornfield. Sadly, the poor lad's had a relapse and any further activities have been severely discouraged. Well, we did our best!

As for abandoning the Speccy boat, don't worry. We only did it for the money. **Ed.**

CONSERVE ENERGY – SMILE!

I have noticed that all the Jugglers smile except Rich Pelley. It takes 14 muscles to smile and 43 to frown. Rich looks like he's just woken up, he must use up so much energy in frowning that he obviously wears his muscles out faster than you or Linda (who has a big, cheesey grin) and so needs more sleep.
Darren James
Arbroath, Angus

Well, Darren, it's all a question of style. Rich is your sexy, moody film star type and so he has to scowl a lot. I'm a nice guy, so it's only right that I should smile. As for Linda, well she's just mad. Also, Linda and I are incredibly lazy and can't be bothered to waste our precious energy by frowning. **Ed.**

A BORING LETTER

I am writing to complain about the standard of letters in your mag. They are stupid, childish and have nothing to do with the Spectrum. So why are they in your magazine?
Anthony Hughes
Cardiff

Oh dear. You really are stuck in your own little world, aren't you? What do you want our letters to be about? What scores people get in games? If you want more serious letters then read Spec Tec. Aren't you interested in what Spec-chums do when they aren't playing computer games? I am and this is my letters page. So, erm, there. **Ed.**

TRAINSPOTTERS



OH, DINO! DINO!

After eagerly purchasing the July ish of *YS*, containing my very own *Total Recall* maps, I was shocked, nay devastated, to find a glaring error.

In the *Toki* Megapreview, Linda referred to a, and I quote, "mini Brontosaurus". Now, call me trifling, but Trainspotters will be Trainspotters, and I must say that it is definitely not a brontosaurus. I'm afraid it isn't even nearly a brontosaurus which belongs to the Saurischians family (which includes fellows such as Tyrannosaurus, most famous of all Mesozoic giants, and the similar but smaller Allosaurus, a jolly fearsome family, I'm sure you'll agree).

Anyway, the dinosaur in question is undoubtedly an Ornithischians, related to Triceratops and Stegosaurus. More specifically, it's a Ceratopian variant and I would call it (but don't quote me on this) a Proteceratops.

Now, can I have a Trainspotter please?
Gordon Todd
Kinlochleven, Scotland

I'm shocked and ashamed to discover that a mistake of such immensity found its way into a magazine edited by my good self. Linda was severely reprimanded and banished to the darkest corner of the shed along with all the woodlice. She insisted that it was an easy mistake to make as both the Brontosaurus and the Proteceratops are veggies and incredibly sweet. And seeing as the Proteceratops was only six foot long and about half the height of a fully grown human (which is tiny for a dinosaur), it seemed far more likely that the dino in question was a baby Bronto.

Her pathetic excuses left me unmoved and it was only when she started talking to the woodlice that I made her come back to her desk and do some work. (She was sorry then!) Oh, and of course you can have a Trainspotter. **Ed.**

CLASSIC!

I spotted four Trainspotters in the August ish!
a) In your control keys box for *Southern Belle* on page 7 you said that the key for going back to the main menu is copy. There isn't a copy key on the Speccy!
b) In the Bop To The Coin-Op box in the Megapreview of *Final Fight*, you said that Haggar would spin round if you held the Fire key down. It's not Haggar, it's Hagger (with an 'e').
c) In Pitstop you said that Mark Turner had given in the two programs. Above the Programs you said "By Mark Foster". Which one was it?
d) In the *Turrican* compo on page 58 you left ten spaces for only eight answers.

I bet you can't wriggle out of that one, so send at least one Trainspotter to...
Name Unknown
Stourbridge, West Midlands

Yep, the issue before last really was a classic. The only excuse I have is that I was abducted by three strange spoon-shaped creatures with stripey fingers who were singing Herman And The Hermits songs in F minor. They got closer and I saw the spirals of their eyes oscillating wildly. The next thing I knew I was lying in the middle of a corn circle (actually it wasn't a circle, it was sort of banana shape, but you know what I mean).

It might sound like a crap excuse, but it's the absolute truth. Still, at least I remembered to add who the magazine was written by. **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

Femto's a bit skint this month. In fact, he's about £800,000 in the red. The reason? He invested all his dosh in the Bank Of Credit And Commerce International. Now he hasn't got a bean! He's in a bad mood, he's 26 stone and here he comes!

Right. I'm a scientist so listen up. I've had my fingers burned and learnt a lesson. So I have applied my immense brain to the problem and I've got a plan. It's the deal of the century, and you can be in on it. Here's how.

If every YS reader sends me £1,000 I'll get about £65 million. I'll then open my own posh nightclub in Penge High Street. Wealthy people like Madonna, the Pope and Arnie will flock to be seen there and I'll use my bulk to pack in as many rich toffs as I can. Then we lock the doors, hit the lights and I'll wander around with a baseball bat, knocking out all the stars. I then grab their cash, drag them across the dance floor and dump them out of the bog window.

The club will hold 130 people so if I get £1 million per star I'll have doubled my, er, your money. It's a great plan, you'll make a grand apiece and I'll buy a yacht. (Oh, and if you want to see your profit you'll have to find me first. It's dog eat dog out there, and you won't find me among the Winalot!). Here's a letter.

Dear Mr Pico
Our records show that during the period 1971-1991 you paid no Income Tax or National Insurance. Our sources indicate that you work both on the Stealth Bomber project in Lewisham and as a nightclub doorman in Penge. You are, we believe, "making a mint" and "hob-nobbing wiv the stars". So where's the moolah? We know you've got it, and we'll get it out of you even if it was in a weird foreign bank which has now gone bust. And you wouldn't be stupid enough to do that, would you, Mr Pico?
The Inland Revenue
Westminster
The Rich Part Of London

Cripes! Come on, readers, send in those notes! You wouldn't want to see your Uncle Femto writing his column from Death Row, would you?
See you (Fraud Squad permitting) next time,
Femto

TO PROTECT AND SERVE

SPEC TEC YS

Got a problem? Get it solved! With

ADAM WARING SPEC TEC



He's on call to help, with a tip in each hand, and a gun in his pocket...

I knew there was something wrong as soon as I turned onto 23rd Avenue. There was something in the air. I could smell it. So could all the cats in the neighbourhood. Not surprising really – it smelt awful.

I slipped my hand onto the butt of my revolver. That felt comforting. Cautiously I mounted the first step that led to the dingy apartment that served as my office. I started to ascend slowly. (So did the cats.)

The smell was definitely getting stronger the further up the staircase I climbed. I slipped the safety catch off the gun – I wasn't going to take any chances. I saw my hand reaching for the door handle, but before I got there, it slowly began to open...

I guess that kinda freaked me a little, and I started to let the lead fly. I'd let off a full round before my nerve calmed and I let the smoke begin to clear...

YOUR NUMBER'S UP

I was interested to see your reply to Tor Justad's problem with UDGs *(See YS67. Ad)*, I also had the same problem. One thing though – when I type in a program to redefine UDGs it's always like this:

```
10 POKE 65368,BIN 10101010
20 POKE 65369,BIN 01010101
30 ...etc
```

The way you redefined your characters was quicker and takes less memory. How do you work out the numbers in the data list?

Robert Wilson
Huntingdon, Staffs

You like my style, eh, Robert? It doesn't surprise me. Here's how you too can define UDGs with flair. I'm gonna have to get into some maths to explain it properly, so stick around – you'll learn something...

It's a case of which numerical system you use (a case that I've solved, by the way). Normally, we like to work in decimal. It's easy for us to think in tens because of the number of fingers we humans have (apart from Jim 'Lucky' Harrison, after that unfortunate 'accident' when he held out on Mr Big's protection racket).

Because of the way computers work, they prefer a two-digit system (to represent electricity being switched on and off). So instead of having the ten digits 0-9 in decimal, they just have 0 and 1 to work with. This two-digit system is known as binary.

Apart from that, it works pretty much in the same way as decimal. When you get to the highest number you can with one digit, it's carried over into a new column. In decimal you have a 'tens' column and a 'hundreds' column. When you get to 10, you carry a '1' over to the 'tens' and the 'units' becomes zero – if you don't understand this you should be paying more attention at school!

So with binary, the highest number you can have is one. Therefore, instead of a 'tens' column, you have a 'twos' column. Next comes a 'fours' column, and an 'eights' column and so on. (Just as the 'hundreds' column is 10x10 and the 'thousands' column is 10x10x10, in binary the 'fours' column is 2x2, the 'eights' column is 2x2x2 etc.)

Okay so far? Right. All we're doing is translating the binary numbers (which form an image of the graphics you want to draw) into decimal. We need to convert the binary columns to their decimal equivalents. The UDG graphics are eight dots wide, so that means they're made up from eight columns of binary numbers. These work out in decimal as a units, 2s, 4s, 8s, 16s, 32s, 64s 128s. (Notice how each number is double the last one – that's cos it's multiplied by two each time.

Write out the columns on a piece of paper like this, with the numbers you wish to convert to decimal below it. I'll use your examples:

128	64	32	16	8	4	2	1	
1	0	1	0	1	0	1	0	= 170
0	1	0	1	0	1	0	1	= 85

Every time a '1' appears in a column add the decimal value of the column up. So the first number is 128+32+8+2 = 170. The

ANOTHER FINE FIX

GET IT RIGHT

I am writing to clarify several points in your recent columns...

1. Your 'Give him a poke' reply in issue 68 was slightly... wrong. Point two says select the game you wish to POKE with the arrow keys and RETURN. That is wrong. The poke should be selected with 'Q', 'A', 'O' and 'P' for Up, Down Left and Right. Press 'M' to run the POKE. (And since when has the Speccy had a RETURN button?)
2. The routine to see if SPACE was pressed, in issue 67, will not work. This does though:

```
BREAK   LD      A,#7F
        IN      A,(#FE)
        RRA
        RET     NC
        JR      BREAK
```

This can be called and will return if SPACE is being pressed.

3. In regard to your break protection in issue 69. When in 128K mode POKE 23354,199 will cause a crash if you press 'BREAK', or if an error is detected. To return to BASIC safely, from a menu, etc, then:

POKE 23354,243:STOP

4. Why crash anyway? The following routine (48K only!) will appear to reset, without actually doing so:

```
10 REM 'New' – 48K only
20 BORDER 7:PAPER 7:CLS
30 POKE 23624,0:POKE 23693,0
40 CLS
50 FOR f=0 TO 300: NEXT f
60 RANDOMIZE USR 4742
```

Run this. When the copyright message appears, press SPACE, then LIST. Lo and behold, your program is still there!

5. ON my +2A a RANDOMIZE USR 9 moves into 48K mode, fills the screen with question marks, and crashes when you press ENTER. Good, eh?

Steven Kemp
York

1. Guilty as charged, your Honour. What can I say apart from – sorry!
2. We somehow lost a 'tab' in our listing. The INC,(C) should have read IN C,(C). The routine will work then.
3. Yes.
4. Fine.
5. No, not particularly! **Ad.**

second example is 64+16+4+1=85. POKEing these numbers into memory has the same effect as using the binary equivalents that you were using.

Bet you wish you'd never asked. **Ad.**

BEHIND THE SCREEN

Is there any way to place a screen (ie a title page) into memory and then recall it in future using BASIC from a 48K Spectrum? If there is please, please, please tell me how it's done.

If it has to be done in machine code, perhaps DATA statements could be used (like in *Practical POKEs*)?

Dallas Morrison
Wrexham

You can get up now. That's enough grovelling.

Machine code does indeed have to be used. It's possible to recall a screen in BASIC, but it's far too slow to be of any practical use.

All the screen is, is a chunk of memory that is wired up to the graphics circuitry of the Spectrum. What needs to be done is to copy the memory where you store the screen into the area that the Speccy displays on your telly.

The normal screen display memory starts at address 16384 and is 6912 bytes long. What you need to do is copy a screen stored elsewhere to this address, something that this simple machine code program does:

```
LD      DE,screenstore
LD      HL,16384
LD      BC, 6912
LDIR
RET
```



Screenstore is where you keep the hidden screen. Here's a BASIC program that will uses this machine code program to recall a screen:

```
10 CLEAR 57999: REM reserve some space to store the screen and hold the machine code
20 x=58000: REM Put the machine code here
30 READ a: IF a=-99 THEN 50
40 POKE x,a:x=x+1:GOTO 30
50 LOAD "screen",58642: REM We'll store the screen at the top of memory
60 PRINT "Screen loaded. Press ENTER to show it"
70 INPUT A$: REM Wait for the keypress
80 PRINT USR 58000: REM Ta da!
90 GOTO 90
100 DATA 17,0,229,33,0,64,1,0,27,237176,201,-99
```

The program loads in a screen, and waits for you to press ENTER. When you do, it's displayed as if by magic. Adapt this listing to do whatever you want it to in your own programs. **Ad.**

NEED SOME INPUT

Keep up the undercover work. I think you're doing a fantastic job. *(Hey, thanks! Nice of you to say so. Ad)* Can you help me out with this problem. *(Hmmpph! I might of known you'd want something. Ad)* I've been learning machine code for the past 18 months or so, and doing very well. I've finished the game, nearly, but want to include a high score table at the end. The problem is – how do you input something in machine code into the Spectrum?

For example, in BASIC you would put something like:

```
5 PRINT "What is your name?"
10 INPUT a$
```

Or...

```
5 PRINT "Input a number"
10 INPUT n
```

This has got me completely baffled. I can't find the solution in any of the books I have.

Dennis Wood
Rhyl

Machine code, eh, Dennis? As ever, it's far more tricky to do what you want in code than in BASIC. Lucky, then, that there's a rather swanky routine built into the ROM that will do all this for you.

A call to the routine at 028E (hex) is all you need to do. It returns with the following information:

- *If no key is pressed then the DE register pair will hold the value FFFF.*
- *If more than two keys are being pressed (or neither of a pair of keys is a shift key), then the zero flag is reset.*
- *The E register holds a value between 0 and 27 (hex – between 0 and 39 decimal) to indicate which of the 40 keys is being pressed.*
- *The D register is returned and holds a value to indicate which SHIFT key is being pressed. If both are pressed, D holds the value for CAPS SHIFT and E holds the value for SYMBOL SHIFT.*

So far, so good. We now have a value in the E register telling us the number of the key being pressed. An ASCII translation table is held at address 0205 (hex). We can obtain an ASCII value by checking this table. The program does this fairly crudely (it doesn't take into account SHIFT keys or anything):

```
CALL    #028E   ;Call key-scan subroutine
LD      A,E
CP      #27             ;Check that a key has been pressed
RET     C               ;E doesn't hold a valid key number
LD      D,0
LD      HL,#0205        ;Point to start of key translation table
ADD     HL,DE
LD      A,(HL)  ;A is now ASCII value of key press
...Rest of program...
```

Hope that points you in the right direction. **Ad.**

YOU KNOW WHERE TO FIND ME

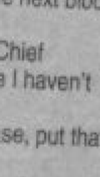
Wait one dog-gone minute... this isn't my office. Ah! I see my mistake now – this is twenty-second avenue, I'm the next block on!

Who's that under the dining table? Oh look, it's Chief Eagleburger! What were you cooking, Chief? I hope I haven't spoilt your dinner party. The fish smells, uh, good!

Now, now chief... there's no need for that... please, put that down.... Ouch!

Oh well, here we are, in a hospital bed. You know the score. The only way I'll ever get out is to get enough dough together to pay the nurses off. Send your letters to: **Adam Waring, Spec Tec, *YS*, 30 Monmouth Street, Bath BA1 2BW.**

Don't worry, your post will get redirected to the county penitentiary. And make it snappy. I've got some important cases to solve, and can't do that from here!



WANTED!

EXACTLY WHAT YOU THINK ABOUT YOUR SINCLAIR – SO WE CAN MAKE IT EVEN BETTER!

Blimey! A questionnaire! What's this all about then? Well, the main idea is that you tell us what you think, we have a think about what you think, and then we throw all the forms in the bin (and completely change the mag). Hurrah! Here's the first question...

1. Which of these machines do you own?

- ❐ Speccy 48K
- ❐ Speccy 128K
- ❐ SAM Coupé
- ❐ Amstrad CPC
- ❐ Atari ST
- ❐ Amiga
- ❐ Commodore 64
- ❐ Sega
- ❐ Nintendo

2. Is *YS* good value for money?

- ❐ Excellent value
- ❐ Good value
- ❐ Reasonable value
- ❐ Poor value
- ❐ Rip-off

3. How much do you like the cover of this issue?.../10

4. What do you think of the issue overall?.../10

5. How does it compare with previous ones?

- ❐ Much better
- ❐ Slightly better
- ❐ The same standard
- ❐ Slightly worse
- ❐ Even worse than that

6. Give the mag a rating out of ten, plus any other computer mags you read regularly...

YOUR SINCLAIR.../10

..../10

..../10

..../10

7. And lastly, what do you reckon's the *best* thing about this ish, and what's the *worst*?

Mmm. Well, I really went a bundle on

....

....

But I didn't fancy

....

....

....

....

.... at all. (Er, is that it?)

■ **It certainly is! And you don't even need a stamp to post it! Just send it off to Reader Survey, *YS*, Future Publishing Ltd, Freepost, Bath, Avon BA1 1XY. (And ta very much for your co-operation!)**

70

The ST is just

The Atari ST is the perfect introduction to the world of computing. The power of the ST allows you to run "serious" applications as well as playing games, and the ST system is flexible enough to allow you to expand as you develop your interests and expertise in different applications.

With so much diversity and power it is easy to see why the Atari ST family is one of the most successful ranges of computers in the world. But best of all is the built-in growth potential. The 520ST user of today is the TT user of tomorrow; beginning with games or a simple word processor, anyone can learn about computers and gradually acquire the skills of the professional computer user. And unlike many other systems, an Atari upgrade is not wasteful. Much of the software available for the 520ST will run on both the Mega STe and the TT systems. With an Atari an upgrade means that you can add new capabilities and expand your computing horizons without losing everything you have acquired along the way.

*If you thought that computers were all about playing games you've been missing out on the real potential that you and your computer have. To find out more about either the **Atari ST** or peripherals for any applications simply fill in the coupon and send it to Atari at the address below.*



*Whether you are looking for a leisure computer, an educational computer, a computer for all the family or a powerful business system, look no further than the **Atari ST Range.***

Please send me more details about the Atari ST and other products

NAME ______________________________

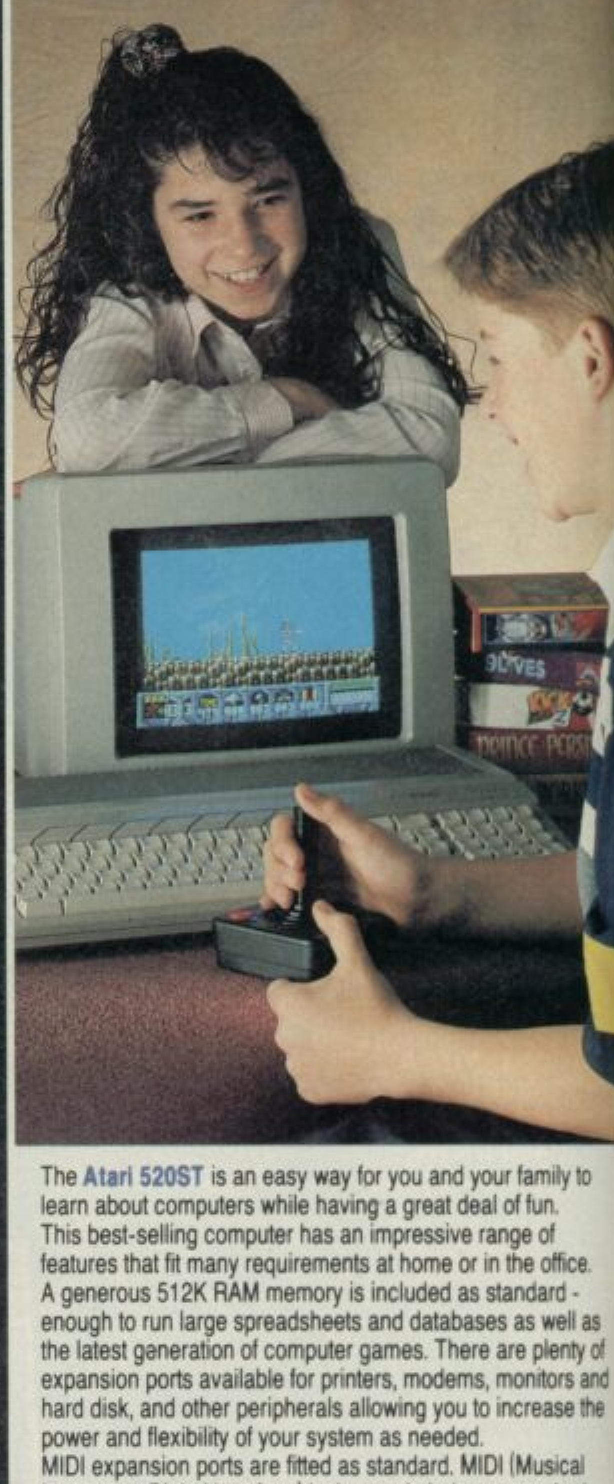
ADDRESS ______________________________

____

POSTCODE ______________________________

____

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ

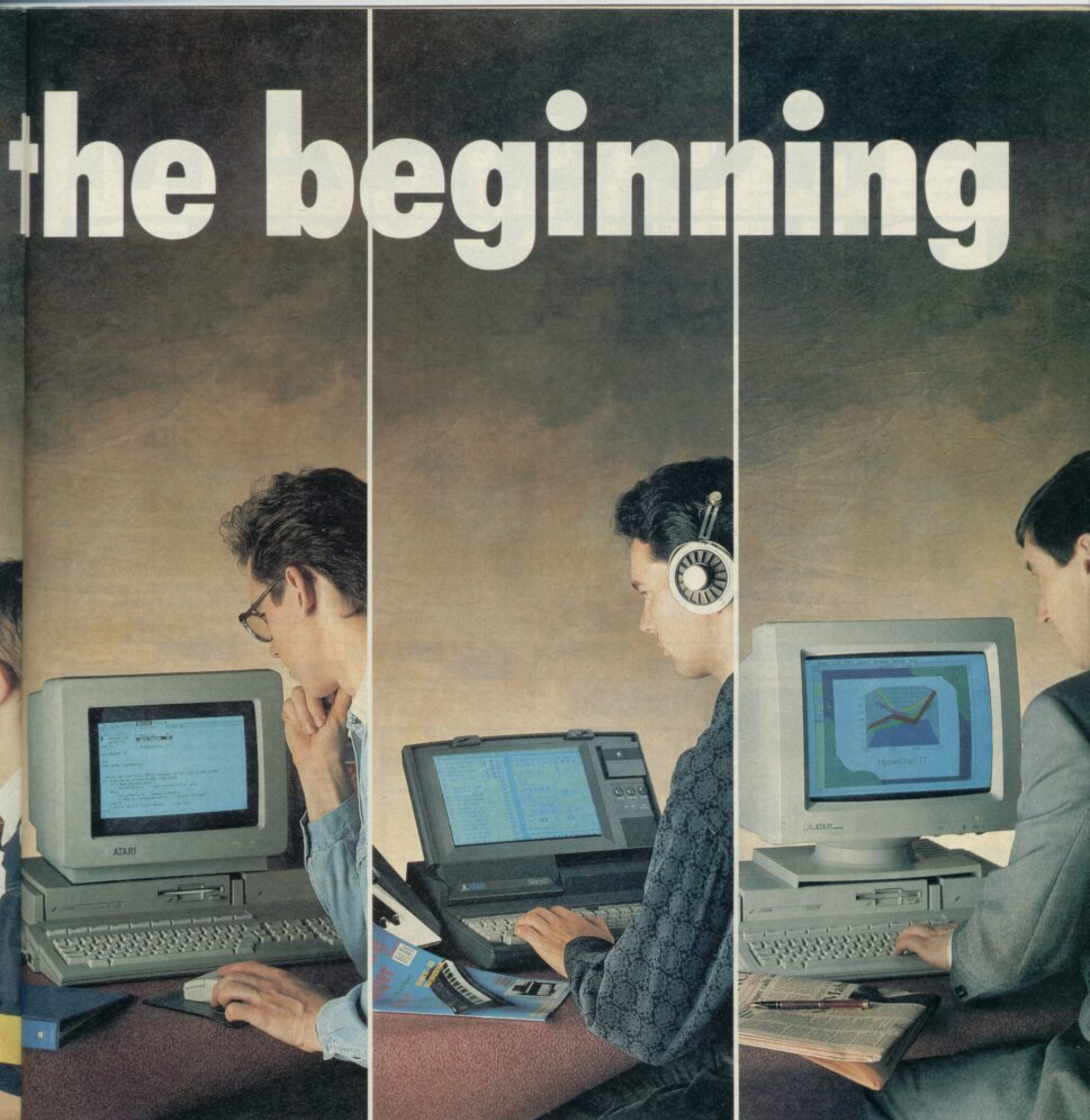


The **Atari 520ST** is an easy way for you and your family to learn about computers while having a great deal of fun. This best-selling computer has an impressive range of features that fit many requirements at home or in the office. A generous 512K RAM memory is included as standard - enough to run large spreadsheets and databases as well as the latest generation of computer games. There are plenty of expansion ports available for printers, modems, monitors and hard disk, and other peripherals allowing you to increase the power and flexibility of your system as needed.
MIDI expansion ports are fitted as standard. MIDI (Musical Instrument Digital Interface) is the music industry standard interface that allows you to control both recording and playback of synthesisers and other digital instruments with your computer.

There is no other computer range in the UK that can offer its users such a wide variety of software support, ranging from educational learning programs to 16-bit computer games to professional quality desktop publishing packages.

The ATARI ST

the beginning



The power of the new **Mega STe** range makes it a serious contender for those who are after power computing. It is an ideal machine for the student or computer enthusiast who wants to run memory intensive applications such as Computer Aided Design (CAD) or graphics applications. The Mega STe features separate keyboard and central processor with a 1MB floppy disk drive and a 50MB Hard Drive for data storage. The Mega STe features a fast 16MHz operating speed, which can be switched to 8MHz to run any programs developed for the 520ST, making it even easier for you to upgrade.

For those of you who want to run a 'home office' with separate files for word processing, spreadsheets and accounts packages the Mega STe - with its vast amount of built-in hard disk storage - is an excellent choice. For those running graphics intensive programs the faster operating speed will make the Mega STe a much more productive machine. The Mega STe also features an extensive range of expansion ports that allow you to add even more power and flexibility to your system.

The portable **Atari Stacy** is completely compatible with all monochrome ST programs, but allows for complete portability.

It features a supertwist backlit LCD mono screen, split horizontally and has all the standard ST ports. It is available in various configerations, with Hard disk as standard.

It weighs approximately 15.2 pounds and has its own carrying handle making it easy to transfer from place to place.

Because the ST, with its MIDI interface has become the accepted standard in the music industry, the Stacy is a boon machine for musicians with a busy schedule. Songs and sequences written at home can be stored on the built-in hard disk, then the whole computer can be easily transported to the studio or gig, with minimum stress, they can even be worked upon and improved on the road.

Although it is the most specialist member of the ST family, the Stacy is still versatile enough to be used for all serious ST applications.

The incredibly powerful **Atari TT**, at the very top of the Atari range, is the first in a new generation of high specification professional personal workstations based on the successful Atari ST standard. Similar in style and design to the Mega STe, the Atari TT features a separate keyboard, 1MB floppy disk, 50 MB Hard Drive and the same range of excellent expansion ports. The basic model comes configured with 2MB RAM which can be expanded up to a massive 26MB. With a Motorola 68030 central processor, the TT runs at up to 32MHz. But speed and power are not all the TT system offers the professional user. Six standard built-in screen resolution modes mean that there is always one suitable for the purpose that you have in mind. For animation or computer graphics, choose from a pallette of over 4,000 colours with the ability to display 256 on screen at any one time, and the exceptional 1280 x 960 pixel high resolution mode is one of the best screen modes available at any price.

— More than just great games



PROGRAM PITSTOP



The world's a strange place. It's full of people trying to sell you things and telling you to cheer up. JONATHAN DAVIES knows how to stay sane, so here are his listings...



Blimey – it's time for another exciting foray into the world of Program Pitstop, the bit of *YS* where you send in any programs you've written and, if they're any good, I print them.

Now I'm sure you remember **Mark Turner**. He featured extensively in August's Pitstop (under various pseudonyms – oops) and looks set to become a bit of a star. He's completely taken over Pitstop this month too, with no less than three programs. First is *Screen Wrap-A-Round*, then *Double Scroller* and finally *Interference Simulator*. As they're all so unimaginatively titled, any further explanation is rendered useless.

So I'll let you get on with it, then.

SCREEN WRAP-A-ROUND

by Mark Turner

It might (to the untrained ear) sound a bit boring, but type in Mark's first program and you're sure to go into spasms of rapturous joy. What it does is take the middle third of the screen and spin it round as if it's drawn on a cylinder. Useless? Maybe. Jolly good fun all the same? Definitely.

As with all this month's programs, getting it going involves the time-honoured routine of typing in the first Basic section, saving it onto a blank tape and then using the Hex Loader to enter the hex part, which is then saved after the Basic. Hopefully there's room for a copy of the Hex Loader this month, as I don't think it's appeared for a while. Remember that you only want to type in the letters and numbers in the hex dumps (not the spaces which are only there to make things clearer) and when you reach the end press Symbol Shift and A to stop.

When you reload the program its built-in demo routine will show you exactly what's going on. Study it closely and you'll see that you need to repeatedly RANDOMIZE USR 64750 to get the scrolling to work. (It's in Line 100 – see?) The program sets aside 2048 bytes of memory to store the bit of screen being scrolled. This is initially at address 62050, but you can change it by POKEing 64990 with something else.

Basic Bit

```
   5 REM ** WRAP-A-ROUND!! **
   6 REM **MARK TURNER 1991**
  10 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
  15 LET s$="********************
************": REM 32 stars
  20 PRINT AT 8,0;s$;AT 11,0;s$
  30 FOR t=8 TO 14: PRINT AT t,0
;"*";AT t,31;"*": NEXT t
  40 PRINT AT 9,6;"SCREEN WRAP-A
-ROUND!";AT 10,9;"BY MARK TURNER
"
  50 PRINT AT 12,2;"The program
takes the middle";AT 13,4;"third
 of the screen and";AT 14,2;"pro
duces a rotating effect!!"
  55 RANDOMIZE USR 64754
  60 PRINT AT 21,2;"PRESS ANY KE
Y TO SEE EFFECT."
  65 IF INKEY$<>"" THEN  GO TO 6
5
  70 IF INKEY$="" THEN  GO TO 70
  80 CLS
  90 PRINT AT 2,0; INK 6; BRIGHT
 0;,, BRIGHT 1,, INK 7; BRIGHT 0
;,,AT 13,0;,, BRIGHT 1; INK 6,,
BRIGHT 0,, INK 0,,
 100 RANDOMIZE USR 64750: IF INK
EY$="" THEN  GO TO 100
 110 STOP
9998 CLEAR 62049: LOAD ""CODE 64
750: RUN
9999 SAVE "Wrap-Round" LINE 9998
: SAVE "Wrap.Code"CODE 64750,248
```

Hex Bit

```
64750 CD 33 FD C9 21 00 48 ED =1052
64758 5B DE FD 06 40 0E 20 E5 =911
64766 7E 12 23 13 0D C2 FE FC =911
64774 E1 CD 0D FD 10 EF C9 D5 =1365
64782 F5 7C E6 07 FE 07 CA 1B =1096
64790 FD 24 C3 30 FD 7D E6 E0 =1364
64798 FE E0 CA 2C FD 11 E0 06 =1224
64806 A7 ED 52 C3 30 FD 11 20 =1031
64814 00 19 F1 D1 C9 AF 32 E3 =1128
64822 FD 32 E4 FD 21 40 40 22 =979
64830 DC FD 3A DB FD 6F 26 00 =1152
64838 29 29 29 29 29 ED 5B DE =755
64846 FD 19 11 BC FD 06 1E C5 =969
64854 1A 4F D5 06 20 E5 ED 5B =913
64862 DC FD 7E 23 12 13 10 FA =937
64870 2A DC FD CD 0D FD 22 DC =1240
64878 FD E1 0D C2 59 FD 11 20 =1076
64886 00 19 22 E0 FD 3A E4 FD =1075
64894 FE 01 CA A6 FD 3A E3 FD =1414
64902 3C 32 E3 FD 4F 3A DB FD =1199
64910 81 4F 3A E2 FD B9 C2 A6 =1290
64918 FD 2A DE FD AF 32 E3 FD =1475
64926 3E 01 32 E4 FD C3 A9 FD =1211
64934 2A E0 FD D1 13 C1 10 A7 =1123
64942 3A DB FD 3C FE 38 C2 B8 =1278
64950 FD AF 32 DB FD C9 01 01 =1153
64958 01 02 02 03 03 04 04 05 =24
64966 05 05 06 06 06 06 06 06 =46
64974 06 05 05 05 04 04 03 03 =35
64982 02 02 01 01 01 04 00 51 =92
64990 62 F2 82 F6 38 1E 00 00 =802
STOP
```

DOUBLE SCROLLER

by Mark Turner (again)

Single scrollers are old hat, let's face it, but this has to be Pitstop's first ever double scroller. It's a bit like a single scroller, only twice as good! As well as scrolling a normal, double-height message across the middle of the screen, it also superimposes a massive, huge great one over the top of it that's eight characters high and completely different contents-wise.

There's a full demo when you run the program to indicate its potential and show you how to get your own messages scrolling across the screen. Note that the addresses of the two messages need to be POKEd into 64365 and 64372, and the messages themselves then need to be POKEd in at these addresses. All should be made clear if you examine lines 35 to 70 of the program. The simplest way to achieve all this is obviously to delete Mark's messages from the program and replace them with your own.

Basic Bit

```
    5 REM *DOUBLE MESSAGE*
    6 REM * SCROLLER  BY *
    7 REM * MARK  TURNER *
   10 BORDER 0: PAPER 0: INK 6: C
LS
   15 LET a$=" Hi!  This is my fo
llow up to the 'Born Free' scrol
ler published in the YS August I
ssue.       This scroller allows
two different messages to be scr
olled across the screen at the s
ame time.    One message is in th
e display file the other in the
attribute file.    Use 'CHR$ 255'
 to show the end of messages.
 "+CHR$ 255: REM This is message
 1
   20 LET b$=" WOW! A MASSIVE 8 C
HARACTER HIGH SCROLLER.    LOOK A
T THE PROGRAM TO FIND  OUT HOW T
O 'POKE' THESE MESSAGES INTO THE
 COMPUTER.YOU WILL ALSO HAVE TO
SPECIFY THE START ADDRESS OF THE
 MESSAGES.   PRESSING ANY KEY STO
PS THE SCROLLING.   SCROLLERS BY
MARK TURNER 1991    "+CHR$ 255
   30 PRINT AT 1,4;"DOUBLE MESSAG
E SCROLLER!"
   32 PRINT AT 5,0;"Please Wait,p
oking messages into"'"memory."
   35 LET addr1=50000: LET addr2=
51000: REM These are the address
es I have decided to put the mes
sages.
   40 POKE 64365,addr1-256*INT (a
ddr1/256): POKE 64366,INT (addr1
/256): REM Specify start address
 1
   50 POKE 64372,addr2-256*INT (a
ddr2/256): POKE 64373,INT (addr2
/256): REM Specify start address
 2
   60 FOR t=1 TO LEN a$: POKE add
r1+(t-1),CODE a$(t): NEXT t
   70 FOR t=1 TO LEN b$: POKE add
r2+(t-1),CODE b$(t): NEXT t
   80 BEEP 1.5,45: CLS
   90 RANDOMIZE USR 64000
  100 CLS : PRINT "Program Stoppe
d.": STOP
 9998 CLEAR 49999: LOAD ""CODE 64
000: RUN
 9999 SAVE "SCR.DEMO" LINE 9998:
SAVE "DB.SCROLL"+CHR$ 175CODE 64
000,376
```

Hex Bit

```
64000 2A 6D FB 22 6B FB 2A 74 =952
64008 FB 22 72 FB AF 32 76 FB =1244
64016 32 69 FB 76 CD 90 FA CD =1328
64024 27 FA CD C9 FA AF DB FE =1593
64032 2F E6 1F CA 13 FA C9 2A =1022
64040 6B FB 3A 69 FB 4F 7E 6F =1088
64048 26 00 29 29 29 ED 5B 6F =600
64056 FB 19 11 7F 48 06 08 C5 =703
64064 D5 56 79 FE 00 CA 51 FA =1207
64072 C5 A7 CB 12 0D C2 4A FA =1116
64080 C1 4A D1 06 02 CB 79 CA =1010
64088 60 FA 1A CB C7 CB CF 12 =1202
64096 E5 62 6B CD A7 FA 54 5D =1233
64104 E1 10 EA 23 C1 10 D0 2A =969
64112 6B FB 3A 69 FB 3C 32 69 =987
64120 FB FE 08 C2 8C FA AF 32 =1322
64128 69 FB 23 7E FE FF C2 8C =1360
64136 FA 2A 6D FB 22 6B FB C9 =1245
64144 21 7F 48 0E 10 06 20 A7 =467
64152 E5 CB 16 2B 10 FB E1 CD =1194
64160 A7 FA 0D C2 95 FA C9 D5 =1437
64168 7C E6 07 FE 07 CA B3 FA =1253
64176 24 D1 C9 7D E6 E0 FE E0 =1503
64184 CA C3 FA 11 E0 06 A7 ED =1298
64192 52 D1 C9 11 20 00 19 D1 =775
64200 C9 3A 71 FB 3C FE 03 CA =1142
64208 D6 FA 32 71 FB C9 AF 32 =1304
64216 71 FB CD 51 FB 2A 72 FB =1308
64224 7E 6F 26 00 29 29 29 ED =635
64232 5B 6F FB 19 11 1F 59 3A =673
64240 76 FB 4F 06 08 C5 D5 56 =958
64248 79 B7 CA 05 FB C5 CB 12 =1180
64256 0D C2 FE FA C1 CB 7A D1 =1438
64264 CA 21 FB E5 D5 62 6B 11 =1150
64272 21 00 A7 ED 52 3E 3E 77 =762
64280 D1 E1 3A 77 FB 12 C3 24 =1111
64288 FB 3E 06 12 E5 21 20 00 =631
64296 19 54 5D E1 23 C1 10 C5 =868
64304 2A 72 FB 3A 76 FB 3C 32 =944
64312 76 FB FE 08 C2 4D FB AF =1328
64320 32 76 FB 23 7E FE FF C2 =1283
64328 4D FB 2A 74 FB 22 72 FB =1136
64336 C9 21 00 59 06 08 C5 E5 =763
64344 54 5D 23 01 1F 00 ED B0 =657
64352 E1 11 20 00 19 C1 10 EE =746
64360 C9 03 00 6B C3 50 C3 00 =781
64368 3C 01 D5 C7 38 C7 06 16 =756
STOP
```

INTERFERENCE SIMULATOR

by Mark Turner (a third time)

I've printed some pretty dodgy-sounding programs in Pitstop in my time, but this one has to take the biscuit. It simulates your Spectrum being switched off, and the resulting fuzzy black and white dots that appear on the screen. What's this? Has old Jonathan finally gone off his chump? Most certainly not! The thing is, you see, that you can restrict this effect to a certain area of the screen. Obviously this makes the program handy for doing special effects here and there. Great, eh?

Having typed everything in and run it you'll once again be presented with a demo displaying the program's full capabilities. Impressive stuff, I'm sure you'll agree. To create a bit of interference of your own you need to POKE 63056 with the x co-ordinate, 63057 with the y co-ordinate, 63054 with the width and 63055 with the depth of the block you want the effect to appear in. All these values are in character squares, of course. Then repeatedly RANDOMIZE USR 63000 for as long as you want the effect to last. Line 1300 produces a suitable sound effect if you've got a 128K Speccy, and 1310 turns it off again.

Basic Bit

```
    5 REM *INTERFERENCE??*
    6 REM *BY MARK TURNER*
   10 BORDER 0: PAPER 0: INK 7: C
LS
   12 REM Next line for 128K only
   13 GO SUB 1300
   15 LET wid=63054: LET dep=6305
5: LET x=63056: LET y=63057
   20 POKE wid,19: POKE dep,7: PO
KE x,7: POKE y,6
   30 FOR t=1 TO 40: RANDOMIZE US
R 63000: NEXT t: CLS : GO SUB 13
10
   40 PRINT AT 8,9;"INTERFERENCE
BY"
   45 PRINT AT 10,11;"MARK TURNER
"
   50 GO SUB 1400: CLS
   60 GO SUB 1300: FOR t=1 TO 40:
 RANDOMIZE USR 63000: NEXT t: CL
S : GO SUB 1310
   70 PRINT AT 8,10;"BASED ON IDE
A"
   75 PRINT AT 10,9;"BY  JIM CROS
SAN"
   80 GO SUB 1400
   90 CLS
  100 PRINT AT 0,6;""
  120 POKE dep,3
  130 FOR t=1 TO 9e9
  131 READ i$: LET i=LEN i$: POKE
 wid,i+2
  132 IF i$="999" THEN  RESTORE 4
00: GO TO 131
  133 LET a$=""
  134 FOR p=1 TO i+2: LET a$=a$+"
": NEXT p
  140 LET x1=(RND*(30-i)): LET y1
=1+(RND*16)
  150 POKE x,x1: POKE y,y1
  160 GO SUB 1300: FOR h=1 TO 20:
 RANDOMIZE USR 63000: NEXT h: GO
 SUB 1310
  170 PRINT AT y1,x1;a$;AT y1+1,x
1;a$;AT y1+2,x1;a$
  180 PRINT AT y1+1,x1+1;i$
  190 FOR h=1 TO 100: NEXT h
  200 PRINT AT y1,x1;a$;AT y1+1,x
1;a$;AT y1+2,x1;a$
  205 NEXT t
  400 DATA "THIS IS","BY MARK TUR
NER","FOR","YOUR SINCLAIR","TO",
"GIVE A","FUZZY","INTERFERENCE",
"PATTERN.","AS YOU CAN SEE,","TH
E X AND Y POSITIONS","AND THE HE
IGHT AND DEPTH","CAN BE ALTERED.
","END OF MESSAGE","","999"
 1299 STOP
 1300 PAUSE 1: OUT 65533,8: OUT 4
9149,15: OUT 65533,7: OUT 49149,
55: RETURN
 1310 PAUSE 1: OUT 65533,8: OUT 4
9149,0: OUT 65533,7: OUT 49149,5
6: RETURN
 1400 FOR t=1 TO 150: NEXT t: RET
URN
 9998 CLEAR 62999: LOAD ""CODE 63
000: RUN
 9999 SAVE "FUZZ" LINE 9998: SAVE
 "FUZZ "+CHR$ 175CODE 63000,160
```

Hex Bit

```
63000 3A 50 F6 4F 3A 51 F6 47 =919
63008 CD 74 F6 3A 4F F6 87 87 =1220
63016 87 4F ED 5B 4C F6 3A 4E =1000
63024 F6 47 E5 1A 77 13 23 10 =761
63032 FA E1 CD 52 F6 0D C2 2E =1261
63040 F6 CD 87 F6 7C E6 1F 67 =1320
63048 22 4C F6 C9 E1 1C 08 03 =821
63056 16 0E D5 7C E6 07 FE 07 =871
63064 CA 5E F6 24 D1 C9 7D E6 =1343
63072 E0 FE E0 CA 6E F6 11 E0 =1501
63080 06 A7 ED 52 D1 C9 11 20 =951
63088 00 19 D1 C9 78 E6 F8 C6 =1231
63096 40 67 78 E6 07 0F 0F 0F =569
63104 81 6F C9 E1 FC E3 13 2A =1206
63112 85 F6 55 29 29 4C 2A 83 =795
63120 F6 44 CB 10 5C CB 13 CB =1050
63128 12 09 22 83 F6 2A 85 F6 =859
63136 ED 5A CB BC 22 85 F6 FA =1381
63144 B2 F6 21 83 F6 34 23 CA =1123
63152 AD F6 2A 83 F6 C9 00 00 =1039
STOP
```

Hex Loader

```
   10 REM General Hex Loader
   20 POKE 23658,8
   30 INPUT "Start Address: ";sta
rt
   40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   50 CLEAR start-1
   60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   70 INPUT "File Name: "; LINE f
$
   80 LET q=start
   90 LET cs=0
  100 PRINT AT 0,0;"Address ";q
  110 INPUT (q);": "; LINE a$
  120 IF a$=CHR$ 226 THEN  GO TO
320
  130 IF LEN a$<>16 THEN  GO TO 3
70
  140 LET f=0: FOR j=1 TO 16
  150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
  160 NEXT j
  170 IF f=1 THEN  GO TO 370
  180 FOR n=0 TO 7
  190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
  200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
  210 LET va=16*y+z
  220 LET cs=cs+va
  230 POKE q+n,va
  240 PRINT AT 2,n*3;a$( TO 2)
  250 LET a$=a$(3 TO )
  260 NEXT n
  270 INPUT "Checksum: "; LINE a$
  280 PRINT AT 2,25;a$
  290 IF VAL a$<>cs THEN  GO TO 3
70
  300 CLS
  310 LET q=q+8
  315 GO TO 90
  320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
  330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
  340 CLS : PRINT "VERIFYING..."
  350 VERIFY f$CODE
  360 CLS : PRINT "OK.": PAUSE 0:
 STOP
  370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

PHWOAR!

That's it for now, Pitstoppers. If you'd like your work to appear in print (and help to prevent Mark Turner's complete domination of next month's Pitstop as well), pop it onto a tape or disk and send it to Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW.

THE CHARTS

EVERY HOME SHOULD HAVE ONE!

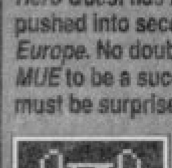
FULL PRICE

1	(NE)	*Manchester United Europe*	Krisalis	79°	*YS* 69
2	(1)	*Hero Quest*	Gremlin	86°	*YS* 65
3	(3)	*Teenage Mutant Hero Turtles*	Mirrorsoft	90°	*YS* 61
4	(4)	*F16 Combat Pilot*	Digital Integration	92°	*YS* 60
5	(2)	*Viz*	Virgin	76°	*YS* 67
6	(6)	*Big Box*	Beau Jolly	NR	
7	(5)	*Multi Player Soccer Manager*	D&H Games	85°	*YS* 65
8	(8)	*Robocop 2*	Ocean	93°	*YS* 63
9	(18)	*Super Monaco Grand Prix*	US Gold	82°	*YS* 65
10	(7)	*Power Up*	Ocean	90°	*YS* 66
11	(10)	*Shadow Dancer*	US Gold	85°	*YS* 66
12	(12)	*Navy SEALs*	Ocean	86°	*YS* 62
13	(9)	*Golden Axe*	Virgin	91°	*YS* 61
14	(13)	*Fun School 3*	Europress	NR	
15	(RE)	*Gazza 2*	Empire	87°	*YS* 62
16	(20)	*Skull And Crossbones*	Domark	72°	*YS* 67
17	(16)	*Back To The Future 3*	Mirrorsoft	82°	*YS* 63
18	(19)	*Kick Off 2*	Anco	80°	*YS* 61
19	(15)	*Hollywood Collection*	Ocean	87°	*YS*60
20	(11)	*Subbuteo*	Electronic Zoo	81°	*YS*59

BUDGIES

1	(NE)	*Bubble Bobble*	Hit Squad	90°	*YS* 69
2	(1)	*Dizzy Panic*	CodeMasters	49°	*YS* 66
3	(2)	*Magicland Dizzy*	CodeMasters	90°	*YS* 63
4	(12)	*Professional Footballer*	D&H Games	64°	*YS* 69
5	(NE)	*Shinobi*	Mastertronic	85°	*YS* 70
6	(4)	*Dragon Ninja*	Hit Squad	60°	*YS* 66
7	(5)	*Slightly Magic*	CodeMasters	60°	*YS* 66
8	(NE)	*Renegade 3*	Hit Squad	82°	*YS* 69
9	(NE)	*The Untouchables*	Hit Squad	92°	*YS* 69
10	(3)	*Quattro Cartoon*	CodeMasters	90°	*YS* 68
11	(10)	*Double Dragon*	Mastertronic	70°	*YS* 62
12	(9)	*Multimixx 1*	Kixx	83°	*YS* 67
13	(NE)	*Spike In Transilvania*	CodeMasters	85°	*YS* 69
14	(14)	*Paperboy*	Encore	68°	*YS* 48
15	(18)	*Treasure Island Dizzy*	CodeMasters	90°	*YS* 63
16	(8)	*Kwik Snax*	CodeMasters	92°	*YS* 62
17	(15)	*Cavemania*	Atlantis	70°	*YS* 65
18	(19)	*Dizzy Collection*	CodeMasters	90°	*YS* 63
19	(17)	*Scooby And Scrappy-Doo*	Hi-Tec	74°	*YS* 68
20	(11)	*Red Heat*	Hit Squad	76°	*YS* 68

Eek! For the second month running we've got a new No.1 – it's almost too much! After only just four weeks in the top spot, Gremlin's *Hero Quest* has been tackled and pushed into second place by *Man Utd Europe*. No doubt Krisalis expected *MUE* to be a success, but even they must be surprised at this! Also, *Gazza 2* makes re-appearance on the pitch – which means there are four footie games in the Top 20! Looks like the soccer season's well and truly kicked off, eh, readers?



Man-chest-er! Man-chest-er!

SPEC-CHUM fave 5 STARRING



NATHAN DAVIES

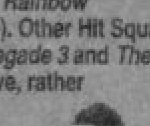
1. *Magicland Dizzy* Codies
2. *Fantasyland Dizzy* Codies
3. *CJ's Elephant Antics* Codies
4. *Paper Boy* Encore
5. *Quattro Coin-Ops* Codies

This happy chap is Nathan Davies from Windsor and, erm, he's a bit of a Codies fan! We asked him why.

"Cos they've all got brilliant ideas, jokes and graphics," he said. So there you go!

And if you want to see your chart in print then send it off with a pic (and the reasons for your choice) to *The Fave 5* at the usual address.

Wah-hey, new entry city! The bargs are looking jolly exciting this month – there are five new faces to wave hello to, including the new No.1, *Bubble Bobble*, one of the first (and finest) cutsie platformers ever (and also available in the *Rainbow Collection* of course). Other Hit Squad entries include *Renegade 3* and *The Untouchables*, who've, rather surprisingly, burst into the Top 10 well ahead of the Codies' *Spike In Transilvania*. Still, perhaps it'll overtake next month.



SO HOWZ IT ALL WORK THEN?

Well, it's all jolly simple. The number in brackets is where the game stood last month (with NE for New Entry and RE for Re-entry), the percentage at the end of the line is the score that we originally gave it, followed by the issue that the review appeared in. NR means that we've never reviewed it (but we probably will!). Finally, the *YS* Charts are compiled for us by Gallup (so ta very much to them).

THE YS TOP 100 SPECCY GAMES OF ALL TIME (EVER!)



Meet STUART CAMPBELL. He's a bit of a vintage Spec-chum, and works for Matt B on another Future mag, something to do with (spit) Amigas. But not today. Because, as we approach the tenth birthday of the Spectrum (sort of early next year-ish), he's consented to wander down to the bottom of the garden and let loose his searing opinion on the funkiest and most downright megabrilliant games ever to pop up on the Speccy. So over to you, Stu.

Spectrum games, eh? Don't you just love 'em? I know I do, which is partly why this Top 100 was so bloody difficult to do. I mean, have you any idea how many Speccy games there've actually been? We're talking in the area of 10,000 and then some, so I'm sure you can imagine how hard it was to pick out just 100 of the best. How can you do an all-time best Spectrum games chart without *Sabre Wulf*, for example? Or *Wheelie*? Or *Brian Bloodaxe*? Or *Fairlight*?

Well, for my sins, that's exactly what I've done, and if you think there's anything wrong with it (as I'm sure you will), then why don't you just get – er, why don't you write and tell me? In the meantime sit back, relax, and plunge your hand deep into that bag of popcorn, because it's time for The (First 25) Best 100 Spectrum Games Of All-Time...



100. ZZOOM (Imagine)

This was probably the first Speccy game designed with sadists in mind. In itself it was a zappy and challenging shoot-'em-up, but the most fun in *Zzoom* was to be had by mercilessly slaughtering the refugees you were supposed to be protecting, and watching them spin up into the air in a bloodied mess. If you had the immense self-discipline needed not to do this though, you could console yourself by playing a fast and smooth 3D blaster that was more than a little bit ahead of its time, as well as being probably the original Imagine's finest hour.





99. MAZIACS (DK 'Tronics)

The advertisements for this claustrophobic maze game (actually an update of *Mazogs*, probably the most popular ZX81 game ever) claimed that the fight sequences were choreographed with the aid of a real live stuntman, and for once you could almost believe it. It wasn't a game for arachnophobes though, as seeing your brave little adventurer clamped broken-backed between the jaws of an evil spider-like Maziac was enough to put a shiver up the spine of all but the most stout of heart. *Maziacs* was a game with more character than a thousand *Turrican*s, and more horror than all the *Nightmare On Elm Street* movies put together.

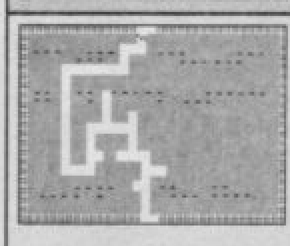




98. PHEENIX (Megadodo)

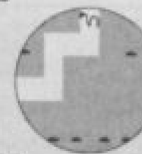
There are people who would have you believe that *Pang*, or *Toki*, or even *Midnight Resistance* represents the pinnacle of the art of Speccy coin-op conversion. Not so. The true zenith was reached as far back as 1983, with this flawless copy of the arcade game *Phoenix* (forerunner of this year's *Megaphoenix* from Dinamic). It's still the zappiest *Space Invaders*-type shoot-'em-up there is, and you don't need five O-Levels (or even more than three fingers) to play it!

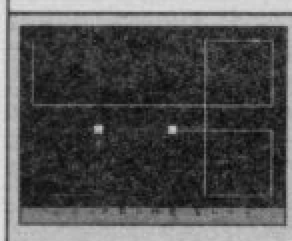




97. MINED OUT (Quicksilva)

There aren't many games in this Top 100 written in BASIC. That won't surprise anyone. But what might surprise you is the quality of this one. *Mined Out* set the player down in an almost-blank screen full of invisible mines and challenged you to reach the other side with the aid of a mine detector which told you how many mines were beside you, but not where they were. The resulting logic puzzle made for one of the greatest mind-teasers ever devised, and when the later levels added a distinctly ponderous chaser, the frantic self-inflicted pressure could make a bald man of Jon Bon Jovi.

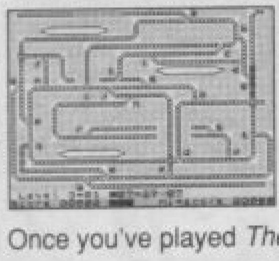




96. CRUISING ON BOARDWAY (Sunshine)

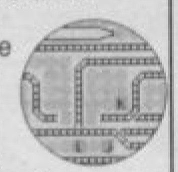
Take a look at that screenshot. Does it look like the dullest thing you've ever seen on a Spectrum screen? If it does, think again, because to a veteran gamer it looks like a pic of one of the most addictive games ever to grace a computer screen. *Cruising* was a painter game, where you controlled a character square around a series of mazes made up of single-pixel lines, pursued by another character square (or on later levels, two other character squares). And that was all. The only way to discover just how compulsive it was, though, is to play it. Alternatively, you could always just take my word for it. I wouldn't lie to you.

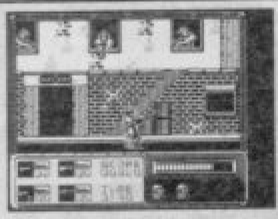




95. THE TRAIN GAME (Microsphere)

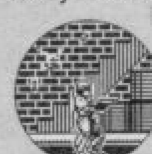
...or *How I Learned To Stop Worrying And Love British Rail.* Once you've played *The Train Game*, you'll forgive BR for every delay they've ever had. Y'see, the terrifying pressure brought on by trying to direct half-a-dozen trains simultaneously around a track with 26 sets of points, stopping them from crashing into each other or derailing, diverting runaway locos away from potential disaster and keeping five or six platforms full of impatient commuters happy all at the same time is almost too much to bear in a Speccy game, never mind doing it for real. A perfect difficulty curve leads you up the garden path, then *The Train Game* ties you to the tracks and runs over your head.

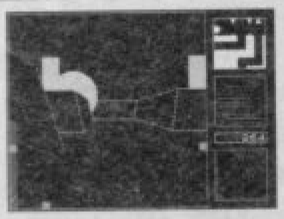




94. ROBOCOP (Ocean)

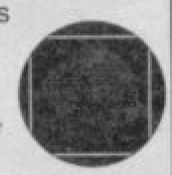
I shouldn't have to blow a trumpet for this game, and I don't need a drum either to beat up support for possibly the longest-running title on any computer games chart since the dawn of time. *Robocop*'s mix of perfectly-executed sub-games kept it at No. 1 for almost a whole year after its release, and it's easy to see why. And indeed to hear why! It's got some of the loveliest music in Speccy history. Almost certainly the best movie conversion job the Speccy's seen, and probably the best one it's ever likely to.

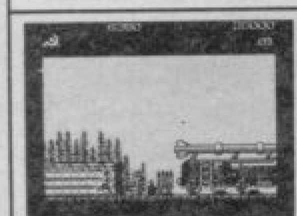




93. GYRON (Firebird)

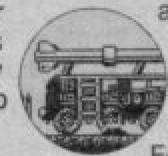
It's almost inconceivable these days, but the reward for completing this game wasn't a naff little well-done message, or a pretty picture inviting you to buy the 'coming soon' sequel. Nope, for finishing *Gyron*, you got a Porsche. A real one. Of course, it wasn't easy – the team of mathematicians who programmed the maze and the movements of its guardians to repeat only once every 10,000 years saw to that, but it was such an absorbing game that, for many players, 10,000 years didn't seem too long to wait.





92. GREEN BERET (Imagine)

A pretty low-key release on the resurrected Imagine label, *Green Beret* nevertheless quickly became one of the Speccy's most-played games. It's hard to put your finger on quite why it works so well. You could certainly never accuse it of being too involved, but the utter simplicity defies you to accept that you've just been killed yet again, and makes you start another game almost before you've realised the last one was finished. I still play this game, and I've still never been to Level Four. 'Nuff said.

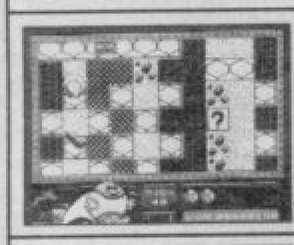




91. AVALON (Hewson)

In its time, *Avalon* was called 'the first adventure movie'. If that's true, it would have to be a David Lynch movie, because I haven't got a clue what's going on in it half the time. Still, you could well argue that this game was a direct ancestor of *Fantasy World Dizzy* and the like, with its mix of adventure, puzzle, and arcade skills calling for a real all-in effort to make any progress. This wasn't a game to pick up for a few minutes – *Avalon* drew you in and demanded all of your attention, and it usually got it.

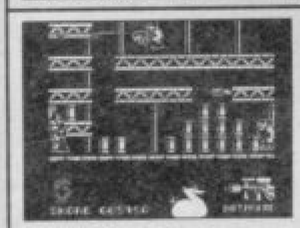




90. BOUNDER (Gremlin)

A strange fish, this. You played a tennis ball with a mission to bounce across a cityfull of skyscrapers, placed just closely enough together for you to be able to stretch from one to the next. At least it looked that way! But the frequency with which you found yourself plummetting to the ground, or impaled on some obstacle, or burst by one of the horrible aliens (who always popped up where you wanted to go) suggested there was trickery afoot. Of course, the next time, the *next time*, you'd be ready for it...

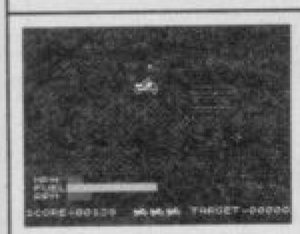




89. COBRA (Ocean)

Humour and Sylvester Stallone aren't normally two things you associate with each other. Unless, that is, you've played this brilliant platform game where laser-sighted machine guns are hidden in hamburgers and babies in prams paralyse our hero with fear, enabling the bad guys to kidnap his sweetheart and then shoot him into lasagne. The connection with the dire movie was extremely tenuous, but the game was sch fun that nobody cared. Besides, any game which asks you to define a 'murder' key is okay by me.





88. WHEELIE (Microsphere)

Another game where playing to lose was more fun than trying to win. Your motorbike-riding hero took such spectacular dives when you crashed him into a double-decker bus that it was well worth losing a life or five to see it. All the same, even when you got bored of that, *Wheelie* was a great game in its own right, with a gloomy, sinister atmosphere and it was challenging enough to keep you at it for quite a while. Undoubtedly the greatest underground motorcycling game ever made.

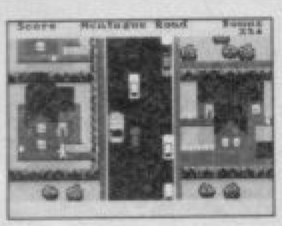




87. CODE NAME MAT (Micromega)

Or *Mission: Alien Termination*, which doesn't really convey the amount of brainpower called for in this second-generation *Star Trek* game which was probably the first to put you in control of more than one ship or character at one time. In many ways more complex than, say, *Elite*, it could still be played more or less as a straight 3D space shoot-'em-up, and it was this instant playability that made it such an enormous hit in its day. Yes, you too could blow up the entire solar system with *Code Name MAT*.

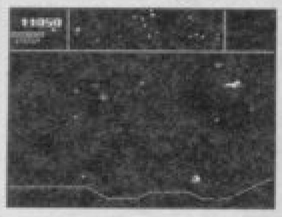




86. TRASHMAN (New Generation)

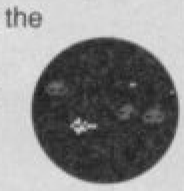
If I was to tell you that this game captured perfectly the feeling of being a dustbin man in a leafy suburb on a sleepy Sunday morning, would that make you want to play it? If not, you don't know what you're missing, because *Trashman* is just about the loveliest and most relaxing game you could ever hope for. Combining *Frogger* with *Terry And June*-style humour might not seem like the ideal recipe for a classic (and, under any other circumstances, it most certainly isn't), but in this case it works perfectly. Play it and love it.

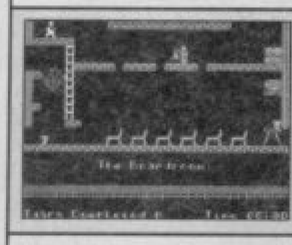




85. GUARDIAN 2 (Hi-Tec)

Or *Stargate* by any other name. Williams' monster classic arcade games have been oft imitated on the Speccy (most notably by Interstella's *Defenda* and Softek's *Starblitz*), but this angry giant of a game is the first one to truly capture that 'locked in a cupboard with a swarm of psychotic hornets' feel. Tough enough for all but the most dedicated zapper, this game will have you punching the keys off your Spectrum in frustrated rage. And then having another game. Unputdownable.





84. TECHNICIAN TED (Hewson)

This game set a whole series of standards in Speccy gaming. It was the first (and, indeed, practically the only one to this day) to have an animated loading screen, the first to have pixel-perfect collision detection, and the first *Manic Miner*-type platform game to call more on brainpower than ladder-leaping precision. Not to say that there wasn't plenty of that needed too though. Massively difficult but equally compulsive, *Technician Ted* was the peak of a genre, and the end of an era.

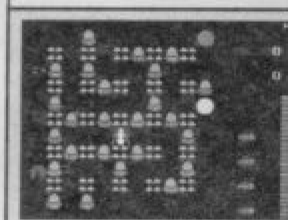




83. FOOTBALL MANAGER (Addictive)

Or the game that etched the face of a fat, bearded old man called Kevin into the minds of 100,000 Spectrum owners forever. Written in BASIC, and with a lack of depth bordering on the insulting, *Football Manager* still somehow contrived to be one of the most gripping games in the Spectrum's history. There isn't an *FM* player alive who hasn't found himself screaming at the players in the animated (ha!) highlights sequence, and the 101 tedious number-crunching copies that have followed it all somehow failed to grasp that this was just what made *Football Manager* so wonderful.





82. HYPERACTION (Silversoft)

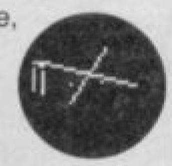
One of the best games never to sell a dozen copies, *Hyperaction* was a *Pengo*-like puzzle game with addictive qualities that belied the simplicity of the two-rule gameplay. Years ahead of its time, this is the kind of thing that screams for a second chance and it's a tragedy that so few people have ever had the chance to curse and swear at it. Write a letter to your favourite software house now, demanding that they buy it up and re-release it. Or would you rather play *Sooty And Sweep* for the rest of your life?





81. DARK STAR (Design Design)

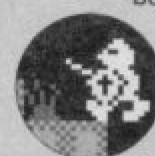
Every picture I paint with a screenshot completely fails to capture the nature of *Dark Star*. Arguably the biggest cult game ever, the staggering speed of this game was what lifted it out of the mire and into the stratosphere (where only the best games can breathe the air). Like the arcade's *Star Wars* in many ways, *Dark Star* also boasted the best-named spaceship of all time (the Liar), the most redefinable front end of all time, the best high-score tables of all time, and the best giveaway Teletext spoof of all time. Er, okay, the only giveaway Teletext spoof of all time. (Nearly.) Trop belle pour toi.

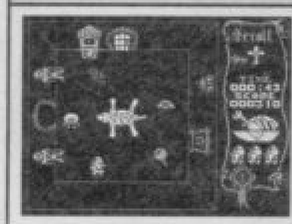




80. SIR LANCELOT (Melbourne House)

If you've got any friends with 16-bit machines complaining that their best games don't fit into 512K of memory, why not show them this? A classic platforms-and-ladders game with sharp graphics, loads of speed, and more addictiveness than a big bag full of really addictive things, *Sir Lancelot* was programmed in just over 9K. Yes, nine. Not only a great game, but an amazing feat to boot, it makes you wonder what they're feeding programmers these days.

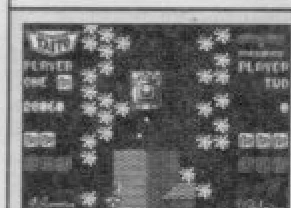




79. ATIC ATAC (Ultimate)

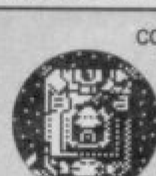
In the early years, buying Speccy games was a fraught business and gamesplayers had to suffer any number of pig-in-a-poke purchases. But there was an eternal light in the gloom – Ultimate. They took the Speccy closer to its limits with every release and *Atic Atac* was only the first in a long line of true classics. The design is nothing out of the ordinary, but the care and attention lavished on every detail of this arcade adventure makes it a joy that anyone who calls themselves a games lover should own.

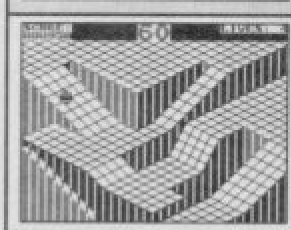




78. FLYING SHARK (Firebird)

This came out just around the time when software houses started releasing games on the 16-bit machines only, but it proved (if proof was needed) that the 8-bits were more than up to anything their big brothers could manage. In terms of gameplay this is a near-perfect copy of the coin-op original, and the graphics are as good as you could ask for. Not many players ever finished it, but if you fancy trying to join the elite you couldn't ask for a better vertical shoot-'em-up to test your skills against.

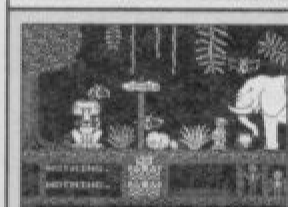




77. GYROSCOPE (Melbourne House)

Marble Madness was something of a Holy Grail for Spectrum software developers in the 80s, but the only game which came close to the arcade's abstract beauty was this shameless clone. Slick and pretty, it was also fiendishly tough, and it kept many a talented gamer glued to their screen into the early hours of many a morning. The scrolling judders horribly, but in the game everything flows so well that you just don't notice. Well, you might notice, but you won't care!





76. THREE WEEKS IN PARADISE (Mikrogen)

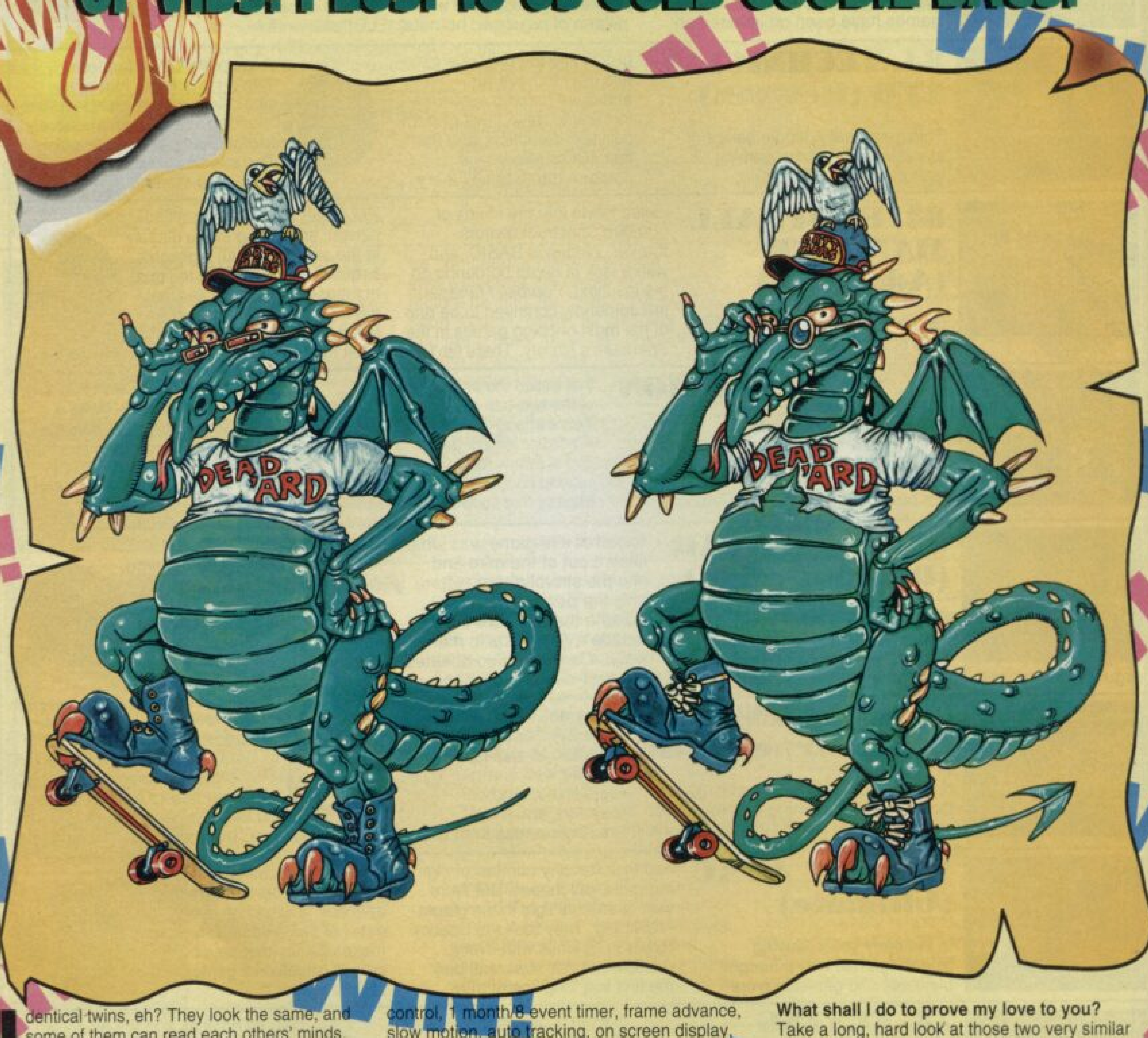
Everybody's fool, Wally Week was one of the most unlikely computer gaming heroes ever. Pot-bellied and flat-capped, Wally and his sad family starred in a whole series of classic arcade adventures that probably more than anything led to the hugely popular *Dizzy* series and imitators which seem to make up half of today's Speccy releases. *Three Weeks In Paradise* was the most accomplished of the lot and, if you want a perspective, imagine *Treasure Island Dizzy*'s sexy older brother and you'll be halfway there.



Wanna know what comes next?

Well, you're just going to have to cross your legs and grit your teeth, because the next 25 are a good four weeks away. See you then.

WIN THE POSHEST VIDEO GOING! PLUS! LOADS OF VIDS! PLUS! 10 US GOLD GOODIE BAGS!



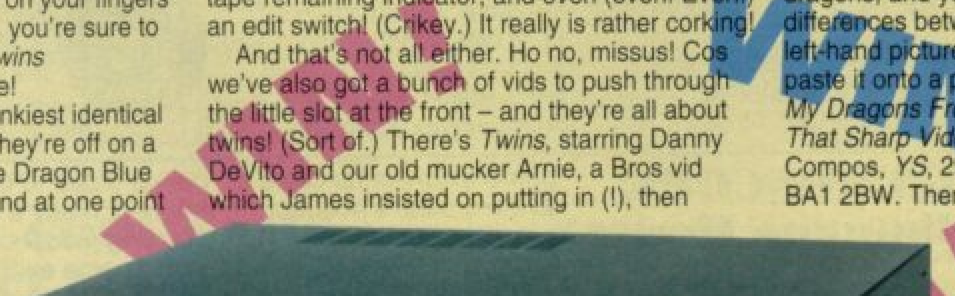
Identical twins, eh? They look the same, and some of them can read each others' minds. Spook! Unless you've got jam on your fingers and can't turn the pages properly, you're sure to have spotted our spiffing *Mega Twins* Megapreview. What a beaut game!

The Twins of the title are the dinkiest identical heroes we've seen for ages and they're off on a quest to find two stones called the Dragon Blue Eyes. There's masses going on and at one point you even get to strap a seagull to your head! We're very excited about the whole thing – we've been preparing for battle by jumping off the shed roof in a feeble attempt to get airborne. (Don't try it at home, kids. It doesn't work!) Yep, it looks as if US Gold are onto a nice little earner there. And so are you!

Why are you telling us this?

Cos we've got some well rad prizes to give away, that's why! (Loads of 'em!) Prize numero uno is (probably) the spankiest video in the world – it's a Sony SLV315 and it's worth a cool £500! It's got lots of posh things like programmable remote control, 1 month/8 event timer, frame advance, slow motion, auto tracking, on screen display, tape remaining indicator, and even (even! Even!) an edit switch! (Crikey.) It really is rather corking!

And that's not all either. Ho no, missus! Cos we've also got a bunch of vids to push through the little slot at the front – and they're all about twins! (Sort of.) There's *Twins*, starring Danny DeVito and our old mucker Arnie, a Bros vid which James insisted on putting in (!), then something else, and finally a copy of *The Krays* starring those crappy Kemp brothers from Spandau Ballet (but the movie's really good!). As if that wasn't enough we've also got 10 US Gold Goodie Bags packed with, erm, goodies!



It's very spanky, isn't it? And wouldn't it look lovely snuggled up next to your TV?

What shall I do to prove my love to you?

Take a long, hard look at those two very similar dragons, and you should be able to spot seven differences between them. Circle them on the left-hand picture then cut it out (or photocopy it), paste it onto a postcard and send it in to *I Know My Dragons From My, Erm, Dragons So Give Us That Sharp Video Pretty Sharpish* Compo, *YS* Compos, *YS*, 29 Monmouth Street, Bath, Avon BA1 2BW. Then post it off before 15th October, sit back and see what happens. (Exciting, eh?)

RULES

- If any employees of Future Publishing or US Gold fancy our vid, then they can just go and buy their blimmin' own.
- Andy's king of the castle (and you're a dirty rascal), so his word is the absolute law.
- Any entries that come in after the 15th of October 1991 will be summarily dealt with. (We'll feed them to a dragon, or James, or something.)
- All entries must be on the back of a postcard or letter. You have been warned!


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Got loads of loose change and crumpled-up £5 notes stuffed down your trouser pockets that you don't know what to do with? Then give it all to us! Here at the *YS* Superstore we've got a glittering selection of software 'accoutrements' just waiting to tickle your fancy. So don't delay – send us your dosh and lose weight the *YS* way! (You'll be so glad you did!)

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3 *3D Construction Kit*

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3D disk	£18.99	MY139D

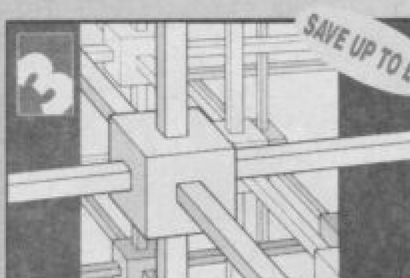
4 *Turrican 2*

You won't believe your eyes when you see Rainbow Arts' follow-up to *Turrican*. It's got an absolutely massive 900 screens packed with action, aliens and acrobatic leaps across the massive playing area. You'll get lost in it for aeons.

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Turrican 2 disk	£10.99	MY141D

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5 *Manta-Ray Autofire Joystick*

It's the stick to grip when they're giving you jip! (The aliens, we mean.) It's designed to fit your palm, and it's got a thruster button and two trigger buttons to boot. Go give 'em hell!

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6 *Fun School 3*

Database Software's *Fun School 3* helps you learn – and have a good time while you're at it! A must for anyone having problems with arithmetic, word-building or tables. PLEASE STATE THE AGE GROUP OF THE USER (UNDER 6, 6 TO 8, OVER 8) SO WE KNOW EXACTLY WHAT YOU'RE AFTER.

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Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to **YS Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR**. And you don't even need a stamp!

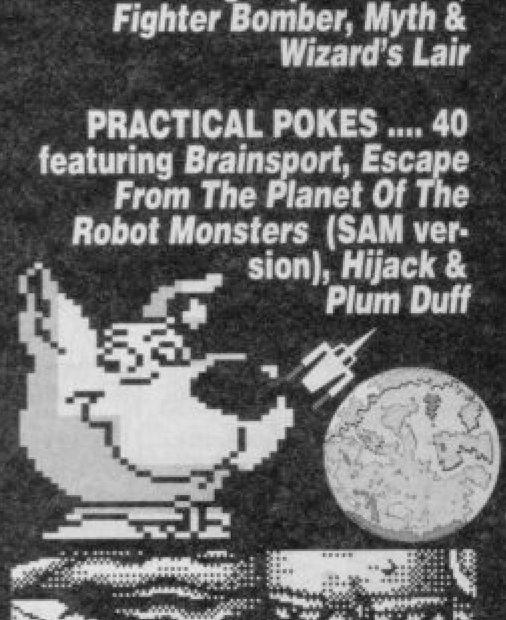
HINTS'N'TIPS
YS TIPSHOP



For 30 days and 30 nights we've been apart and I haven't missed you one bit. Ha! How can I miss you when every morning I'm faced with a pile of your fab and groovy letters? I read them over my morning coffee (made by Andy – I've got him very well trained!) and they make such a nice start to the day! But there's still plenty of time to fill after that, so what else have I been doing?

Well, I went to see a couple of bands *(Oh no. Ed)* – Heavenly (who sing about birds, flowers and boys, and make me smile) and The BMX Bandits (who sing about girls and bustops and, erm, also make me smile). *(Crackers. Ed)* In between, I wandered around the Fairford Air Show (which was full of men who all looked exactly the same!) and went to the fair (which made me feel incredibly ill). Yep, it's certainly been a busy month, and as soon as one finishes another hectic month of pleasure begins! Ooh, it's all go in the mad 'n' rad Speccy world! Anyway, I feel a tip coming on...

All aboard the lurve train! It's young LINDA BARKER, and her carriages are overflowing with enough hints, tips and maps to keep everyone happy.

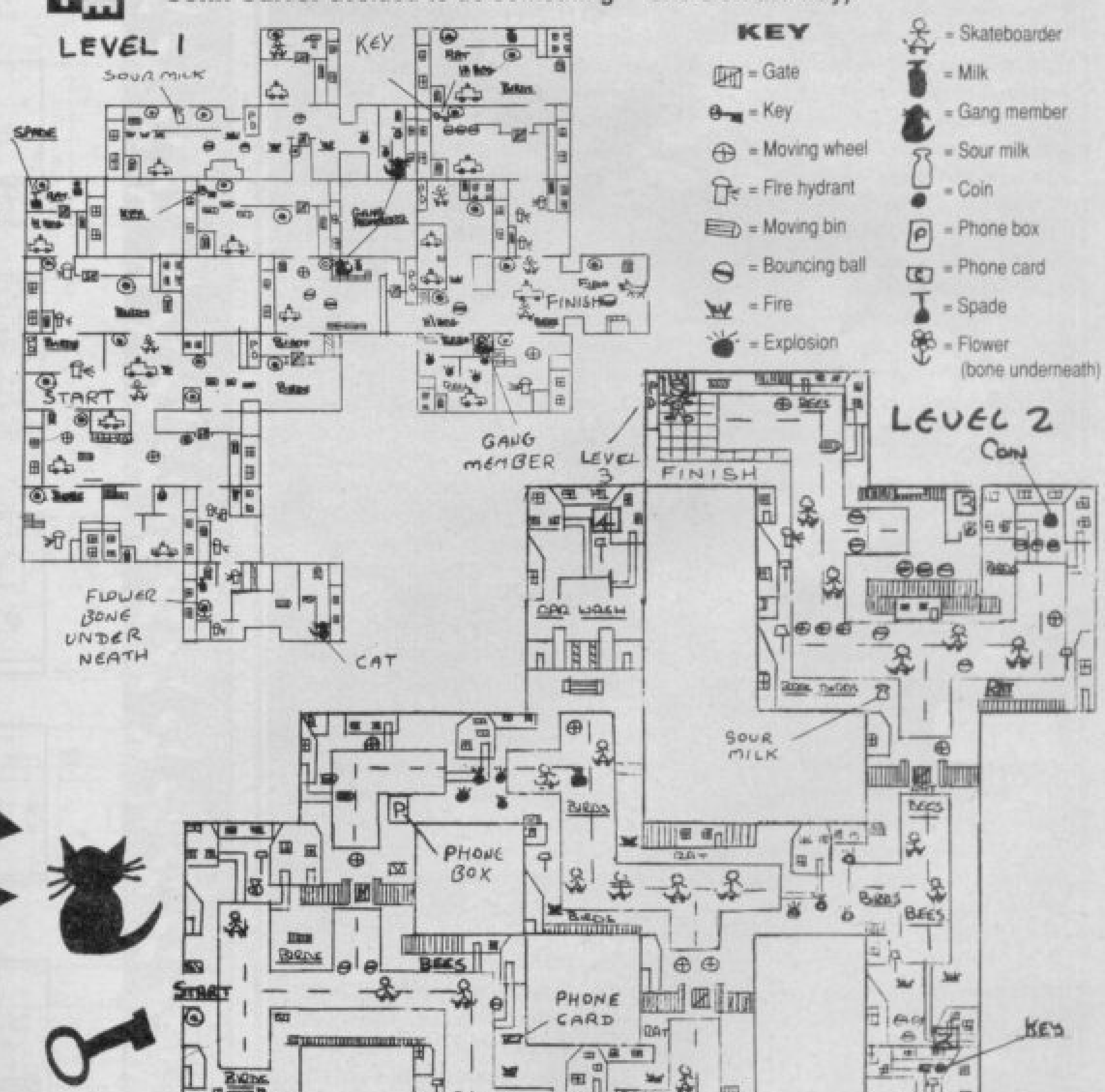




TOP CAT in BEVERLY HILLS CATS



Top Cat's one of those games that's always popping up in the Clinic, so **John Currer** decided to do something about it once and for all. Here are his maps for the first two levels (the third one's on the way).



DR. BERKMANN'S CLINIC



Got a gamesnag? See a specialist!

No time to stop and chat – let's hit that bulging postbag! *(Ow! Stop that! Bulging Postbag)*

FIGHTER BOMBER

"Wibble wibble wibble," wrote **Terry Russell** in his fascinating letter. Sadly this was no help in solving William Gibson's problem with *Fighter Bomber*, so I had to turn to **Richard Brown**, who has this advice on how to complete the first mission. "Take off and fly to the target as normal. When you get close to it, fire all your mavericks to try and destroy it. If this doesn't work, then land – yes, land – close to your target, taxi round and shoot all three targets (they're all next to each other). Then take off and go back to the base. When you land, put thrust down to 1, and release both brakes when you stop. Simple!" Absolutely, Rich, although as Terry pointed out, there is always an alternative. Wibble wibble wibble...



WIZARD'S LAIR

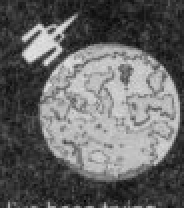


Meanwhile, the irrepressible **Richard Swann** has the solution to Daniel Reeds' query, for he (it seems) does know how to get past the snakes on the vault level. "The trick is to pick up a cross which will temporarily turn you a different colour. So, for example, to get past the green snakes pick up a green cross and you will be able to get by. Just make sure you do it before the effect of the cross wears off!" Otherwise? "SCRUNCH!" Hmm, nasty.

MYTH

Ben Croucher was the Clinician up to his waist in the untreated stuff with this marvy little gamelet, wondering desperately how to collect the beads on Level One. Many a snagster wrote in with the answer, including **Mark Brogan**: "First you have to smash the vases and jars to get lots of fireballs. Then go to the top level, and go far left and jump up and hit the bead seven times with your fireballs. When it drops, run over it and pick it up. Then go and do the same with all the others, wasting various skeletons and beasties as you go. Awight?" Awight, Mark, and even tickety boo. But what's this? An alternative solution? **Andy Harris** isn't sure which beads you mean, Ben, as he doesn't know how far you've got. "Still, let's assume you've got to the bit where you kill the trident. Then collect the key, go left five times, up, and use key to open door. Use the heart icon, fall straight down and collect the beads." Never let it be said, Ben, that you don't get value for money from the Clinic – with a bit of luck, one of these solutions might even be right...

CAPTAIN BLOOD



T'were Colin Hewson who asked "What do you have to say to the Iswal in *Captain Blood*?" Well, I've been trying tons of things on your behalf, Colin – things like "Fancy a cheese sandwich, Izzy?" and "One second-class supersaver return to John O'Groats, please" and "It's a fair cop, guvnor, you've got me bang to rights". None of them worked, and that, according to **Jamie McConnell**, is because Iswals are very, very dim. "Find Yoko the Iswal and ask him for the Sinox's code. (Find Yoko's dad, Maxon, and Yoko becomes more helpful.) Repeat the code to a Sinox for more information." **Richard Swann** suggests making friends with the poor geezer. "Say something along the lines of 'ME BLOOD' and then 'ME FRIEND PEACE'. Then when he asks you to teleport him, say yes and do so. Unfortunately, he can't remember any planet co-ordinates, but never fear! Hyperspace to anywhere you like, and go to the end of the canyon. Unless you are incredibly lucky, Iswal will cry that this planet isn't home. He'll then give you some useful co-ordinates. Hyperspace to these, but beware! This planet has defence systems, so you'll have to fly as low as poss without crashing. When you get to the end, identify yourself and take orders from the Corolis officer. That's enough tips for now *(Oh thanks very much, Dr B)*, but a final word reveals that the last headless file on the tape can be loaded into the screen memory to produce a very, um, interesting piccy indeed!" Hmmm. Pass that tape machine, nurse...

HAYLP!

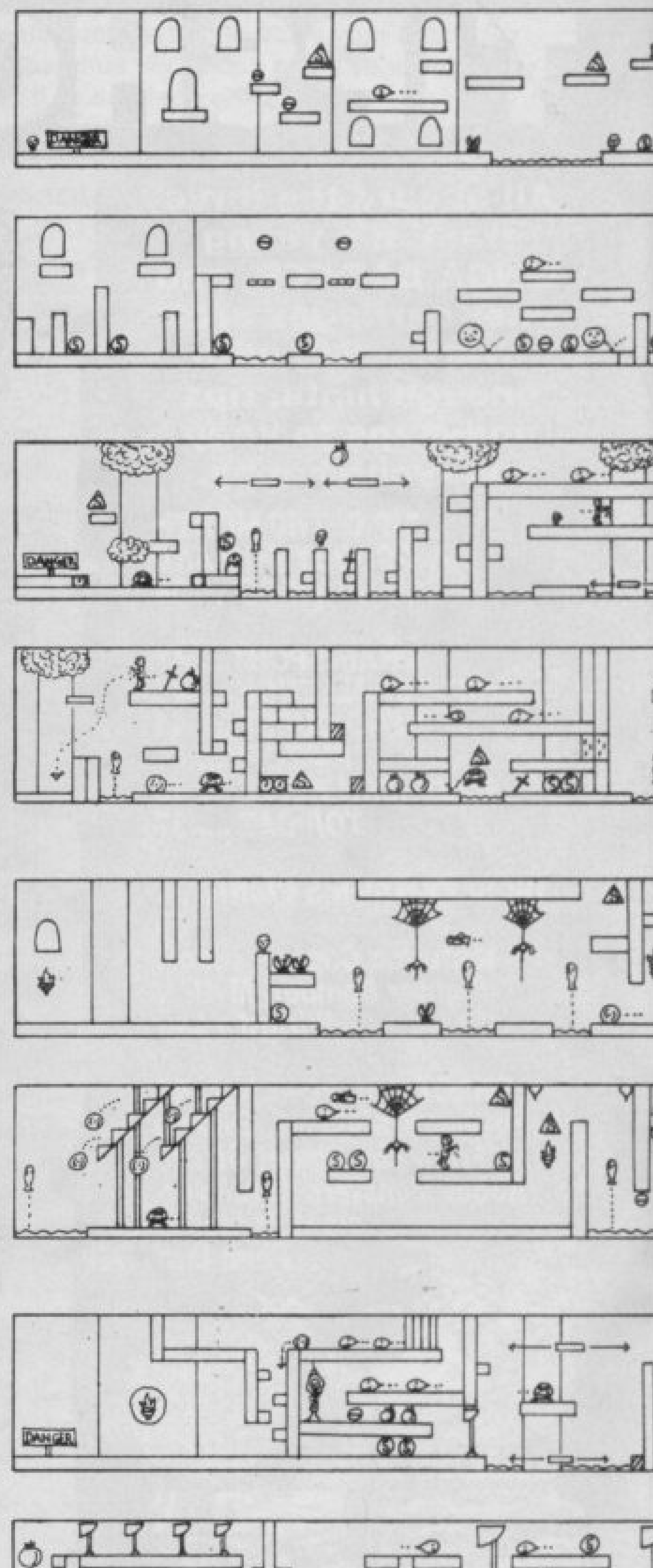


Robert Challis: "On Level Three of *Rick Dangerous*, how do you get past the suit of armour that fires at you, after you've gone past the bulldogs?"
Steven Clappison: "In the high-diving section of *Fiendish Freddy's Big Top O' Fun*, is it humanly possible to land in the teacup? If so, how?"
Plebbius Crappus: "In *Heavy On The Magick*, how do I get past the Wolfdorp Guards and the waterspout in the Rock of Hydra? (Okay, so it's pretty ancient, but hey, it's got style!)"
Write today!

SCOOBY-DO



Philip Kiernan is this month's lucky recipient of the highly acclaimed Tip Of The Month award. He gets 50 lovely smackers for his gurt lush *Scooby-Doo And Scrappy-Doo* map because, er, it's so blimming good!



OO AND SCRAPPY-DOO

the KEY	
Killing	other objects
fly trap	scooby snack
rolling rock	hidden snack
water drop	burger
spike	apple
skull	spring
bat	collapsable platform
snail	moving platform
fish	breakable barrier
critter	danger sign
pumpkin	Scooby Doo & Scrappy Doo HI TEC SOFTWARE un map de Philip KIERNAN
zombie	
guillotine	
death ghost	
water	



TIP TREATS!

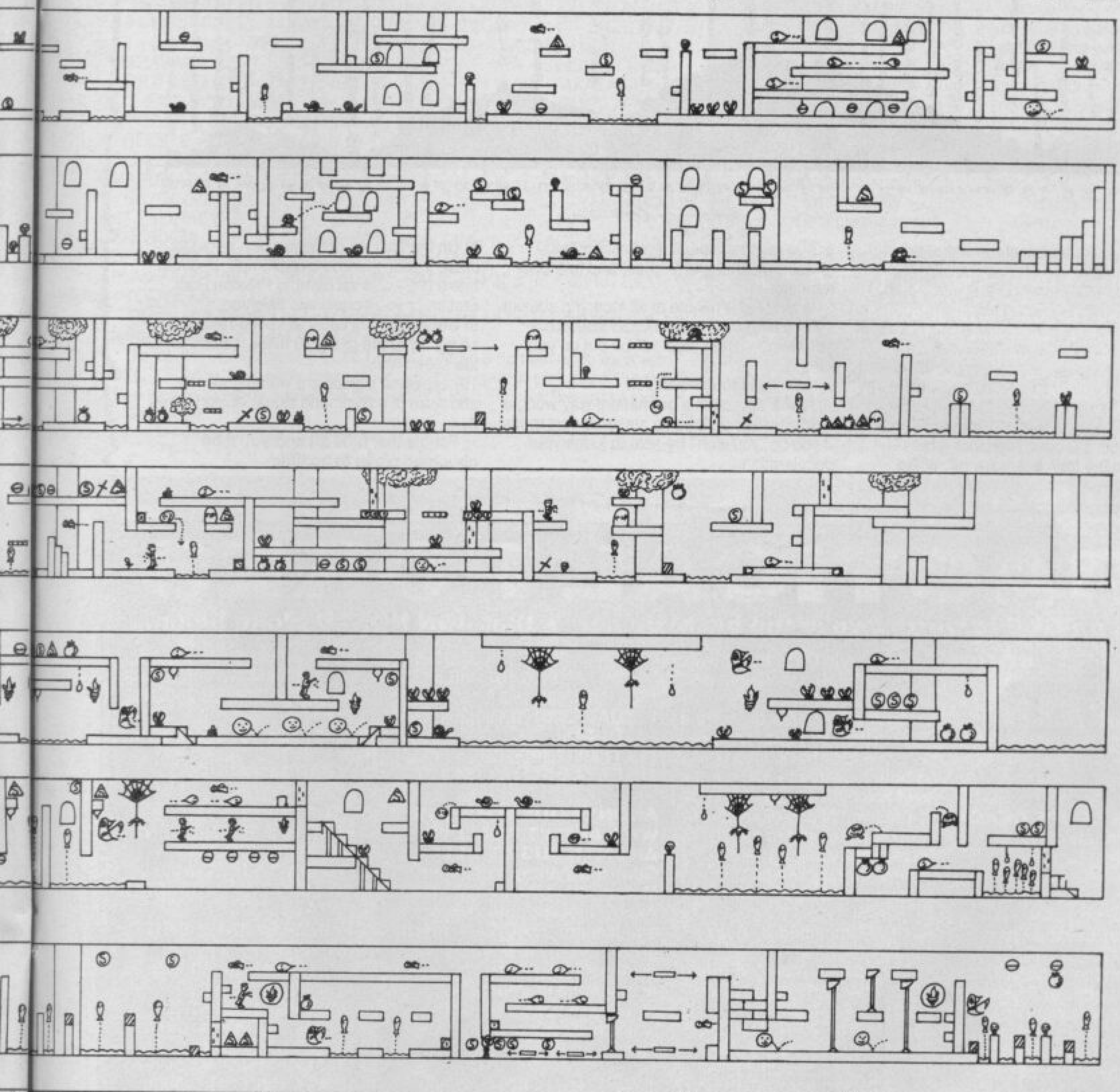
✻ To kill a moving object, stand still and wait for it to approach you before you start punching. Don't use the run-and-punch method, you'll only lose a life.

✻ Use the pause key to jump onto platforms in slow motion. It's a lot safer, cos it gives you time to think about your next move.

✻ Kill the pumpkins when they're in mid-air – it's less risky.

✻ Don't ignore those Scooby Snacks! Pick up 15 and you get an extra life.





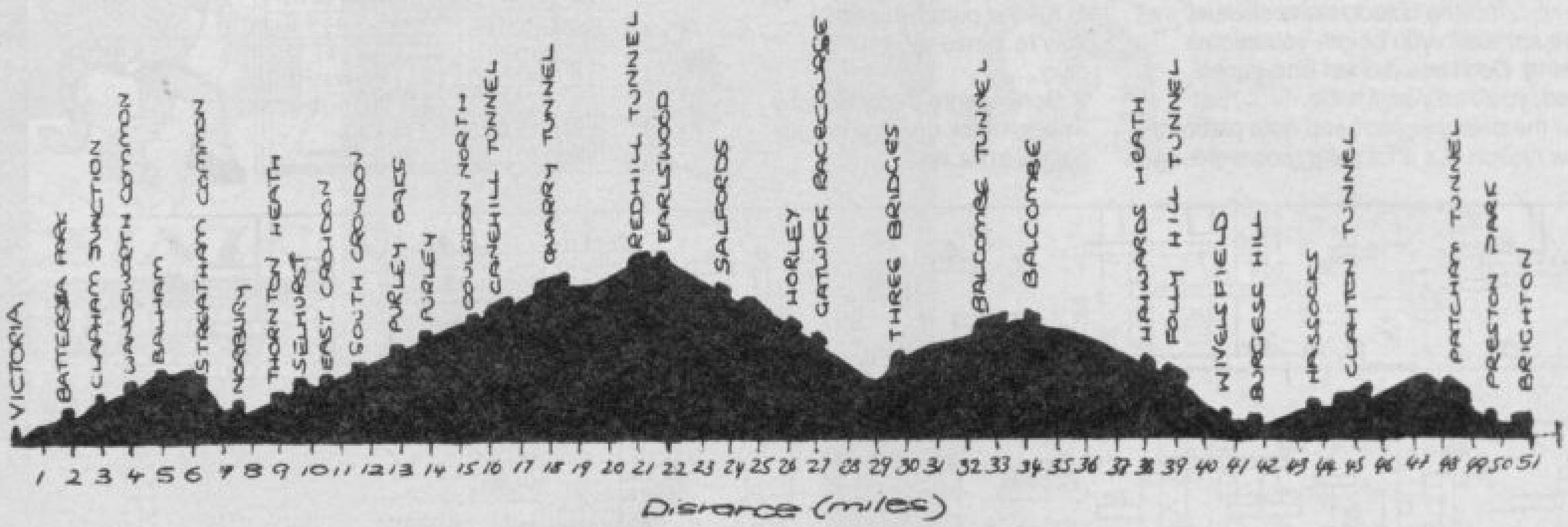
YS HINTS 'N' TIPS TIPSHOP

SOUTHERN BELLE

Lots of helpful advice for this beauty, so let's start with a tiny tiplet from David Roston...

Press A to go fast.

Righty-o. Vroom! Next up – a map and tips from Mark Hardisty...



You can't make a perfect run without doing the following...

1) Whistle before entering tunnels.
2) Blower MUST be on in tunnels.
3) To stop at a station, make sure the front of the locomotive is just past the end of the platform (otherwise a 'poor stop' is recorded).
4) When stopping, check the gradient. If you're going uphill, keep 1/2 breaks applied when stationary to avoid unsafe reversing. To move off, 1/2 open regulator (press R twice) and the train will move off. When you've reached speed 4 release brakes (press sym shift and V twice) and fully open regulator.
5) Wait for one minute at all stopping stations for passengers to embark and disembark otherwise a 'short stop' will be put on your record.
6) Whistle before moving off.
7) Never approach a permanent way work, a stop signal or a stopping station in fast mode. If you do, you won't be able to judge your deceleration.
8) On the final leg of the journey, begin to brake if your speed is over 50mph. Begin to brake (1/2 – 3/4 vacuum) at Preston Park Station or you'll crash into Brighton.
9) Derailment will occur at speed restricted zones if you are going 10 miles faster than the speed limit.
10) Jaggered signals are warning signals and warn of a command signal which follows it.

Follow that little lot and you'll be chugging along in no time.

PRACTICAL POKES

A pig in a POKE is worth two in the bush! So here's that JON NORTH bloke again...

What can I put in this intro that hasn't gone into the scrolly? A notoriously crap joke? A technotwaddle ramble? Another plug? Another question mark? Nope, just the start of the good bit...

ANOTHER COUPÉ CRACK

Philip Brayshaw of North Yorkshire has apparently become a bit of a hero since having his first Coupé proglet on this page, so here he is again with an *Escape From The Planet Of The Robot Monsters* routine to bung in and run for infy credits and however many bombs you want.

```
1 BOOT 12 MERGE "auto"
77 POKE 38903,0: REM infy credits
78 POKE 38826,x: REM x=bombs (0-200) player 1
79 POKE 38975,y: REM y=bombs (0-200) player 2
```

SPOOKY LETTER FROM ANOTHER DIMENSION

I got another tape from that **Buzz** bloke in Oxon this month – unfortunately it didn't have a nice loader. However, his accompanying letter did have a nice cartoon of a bee, so here's his *Brainsport* hack which gives no bonus decrease and a freak level-finish thingy which works by pressing N and a direction key. He asked me to say "hi" to Rave and Xylonite (weird names, eh?) but I won't because I'm not a Radio 1 DJ.

```
10 REM Brainsport by Buzz
20 LET X=23296
30 READ A: IF A<999 THEN POKE X,A: LET X=X+1: GO TO 30
40 RANDOMIZE USR 23312
50 DATA 225,94,35,86,35
60 DATA 126,35,229,71,122
70 DATA 179,200,120,18,24
80 DATA 240,49,191,93,221
90 DATA 33,112,254,17,180
100 DATA 0,62,255,55,205
110 DATA 86,5,48,241,62
120 DATA 201,50,125,254,205
130 DATA 0,91,63,97,0
140 DATA 0,0,205,252,96
150 DATA 205,0,91,178,186
160 DATA 0,215,186,255,166
170 DATA 186,0,167,186,58
180 DATA 168,186,8,169,186
190 DATA 92,170,186,254,171
200 DATA 186,110,172,186,202
210 DATA 0,0,0,195,154,179
```

ANONYMOUS HACKERS WHO AREN'T REALLY ANONYMOUS AT ALL

Gerard Sweeney and **Jamie Murray**, aka Hackers Anonymous, this month present a routine for *YS*'s *Hijack*, which gives infy time and an always-correct access code, and another one for *Plum Duff* (which I've never heard of) which does all sorts of spooky things.

```
10 REM Hijack by Hackers Anon
20 CLEAR 24420
30 LOAD ""CODE
40 POKES 65149,251: POKE 65150,201
50 RANDOMIZE USR 65136
60 POKE 63412,0: REM infy time
70 POKE 60546,0: REM access code always correct
80 RANDOMIZE USR 25928
```

```
10 REM Plum Duff by Hackers Anon
20 CLEAR 24999
30 LOAD ""CODE
40 LET A=24900
50 READ B: IF B=999 THEN RANDOMIZE USR 24900
60 POKE A,B: LET A=A+1: GOTO 50
70 DATA 33,77,97,34,32,91,195,0,91
80 DATA 175,50,175,219,50,171,249: REM infy lives
90 DATA 62,24,50,251,223: REM immunity against plants
100 DATA 62,24,50,19,224: REM immunity against children
110 DATA 195,175,213,999: REM END MARKER!
```

Well, that's that for another month. Send your POKEs and Pokerama requests to me, Jon North, at PP, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. See you in the scrolly.

BRAINSPORT

There's been a lot of fuss recently about what this is actually called. Was it *Brainstorm* or *Brainsport*? Nobody can remember. Personally, I prefer *Brainsport*, so we'll stick with that. And just in case any of you haven't worked out the level codes yet, here they are (all 99 of them).

02 – 87654321 ☆ 03 – MAZEGAME ☆ 04 – GAMEMAZE ☆ 05 – PASSPORT ☆ 06 – EVERYONE ☆ 07 – BLUEEYES ☆ 08 – WANDA ☆ 09 – BOEMBOEM ☆ 10 – GOTOTOGO ☆ 11 – WHIZKIDS ☆ 12 – KILLKILL ☆ 13 – NJAMNJAM ☆ 14 – IF NOT A ☆ 15 – RANAMARA ☆16 – JETSET ☆ 17 – LOVEBYTE ☆ 18 – TOV ☆ 19 – MMMMMMMM ☆ 20 – HATE ☆ 21 – WARBOEL ☆ 22 – C5 ☆ 23 – ANDAGAIN ☆ 24 – SAMMY ☆ 25 – VODKA ☆ 26 – MONDAY ☆ 27 – KATEBUSH ☆ 28 – 7 LIVES ☆ 29 – XTC ☆ 30 – OVERKILL ☆ 31 – CLOCK ☆ 32 – GANDALF ☆ 33 – DUTCH ☆ 34 – VERTIGO ☆ 35 – HELLO ☆ 36 – HOEBAHOP ☆ 37 – INSIDE ☆ 38 – MOUSE ☆ 39 – BEETREES ☆ 40 – MAD MATH ☆ 41 – PPPPIIE ☆ 42 – IRON MAN ☆ 43 – BOUNCING ☆ 44 – MOONBASE ☆ 45 – SPOOKY ☆ 46 – MEETBALL ☆ 47 – BUG ☆ 48 – VERA ☆ 49 – ROMMEL ☆ 50 – ICEBERGH ☆ 51 – HAHAHAHA ☆ 52 – ESCHER ☆ 53 – NEXT ONE ☆ 54 – SINCLAIR ☆ 55 – PORTHOLE ☆ 56 – TAKEFIVE ☆ 57 – TOPFRUIT ☆ 58 – TAKATAKA ☆ 59 – ITS EASY ☆ 60 – WAS EASY ☆ 61 – DOS BOSS ☆ 62 – HOMETOWN ☆ 63 – FOCUS ☆ 64 – JIGSAW ☆ 65 – I LOVE U ☆ 66 – ULTIMATE ☆ 67 – FREEBEE ☆ 68 – HAPHAP ☆ 69 – NAUGHTY ☆ 70 – POKETOWN ☆ 71 – BLUEBIRD ☆ 72 – TOO\ BE ☆ 73 – PROMISES ☆ 74 – ARTMUSIC ☆ 75 – HARDWARE ☆ 76 – ZEPPELIN ☆ 77 – SPELL ☆ 78 – GAUNTLET ☆ 79 – VERYGOOD ☆ 80 – HEDGEHOG ☆ 81 – PLOKPLOK ☆ 82 – KANGAROO ☆ 83 – YOUREYES ☆ 84 – GOTCHA ☆ 85 – ERROR ☆ 86 – PICTURES ☆ 87 – BIG BOOM ☆ 88 – LASTMAZE ☆ 89 – BUILDING ☆ 90 – ACIDBEAT ☆ 91 – DRESSING ☆ 92 – BONUS ☆ 93 – SABREMAN ☆ 94 – PIPEWEED ☆ 95 – PUMPKINS ☆ 96 – KNACKERS ☆ 97 – MANDRAKE ☆ 98 – INFECTED ☆ 99 – TOO GOOD.

Phew, eh? Thanks to Leigh Thompson for all that finger tapping, but before he goes a quick word of advice...

To input a code choose SELECT FIELD. When a number appears press DELETE twice, then enter the number. Eg. if you want to play Level 9, type 09 then type in the code and wait a few seconds for it to check the password.

Ta, mate!

Star Raiders 2

YS HINTS 'N' TIPS — TIPSHOP

A few of you wrote in complaining about the lack of instructions for this (fussy toads!), so here's Lee Smith with a bit of clarification.

T = Target and status of ship; S = Shields on and off; W = Weaponry. Each ship takes a certain amount of hits to destroy. The fighters take one hit, the blue destroyers take one hit, the green two and the pink ones three.

Should help you out a bit. As will this short guide from Robert Hennigan...

Press S for shields and go straight to Binary/F5 at the top left of the map. It'll bring you to the Zylon solar system. If you press W straight away you should see a ground target. You'll also see a radar with dots on it. These are bases, so slow down to move over them. As you near one on the radar it will appear on the screen. Destroy as many as possible and then move onto another planet and repeat. If you run out of ammo, go back to a space station in your own system. Return and keep destroying bases, return to your system and see how many cities are left. Then go to a planet with plenty of cities but few fighters and destroyers. Destroy the enemy and consult your map. Wait 'til there's only one or two Zylon squadrons left and then destroy them.

Destroying, eh? You can't beat it.

CRAP TIP OF THE MONTH

Yep! It's the timely return of the really crap bit! This month's contribution comes from the *YS* Phantom.

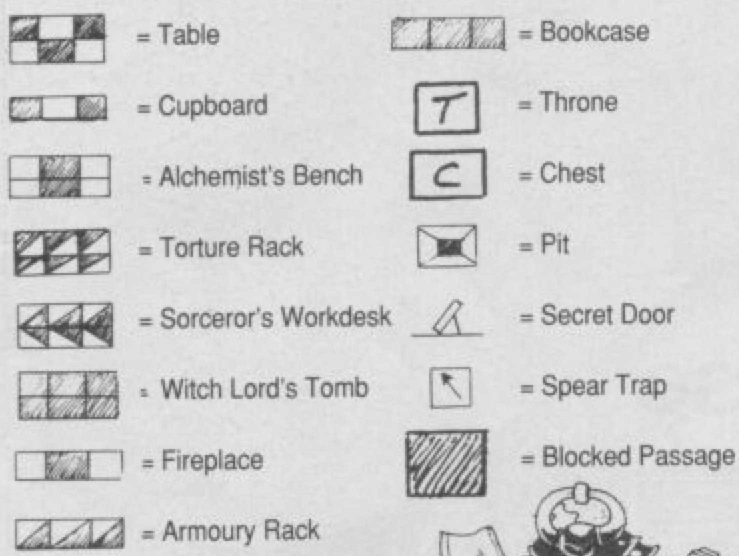
In *Continental Circus*, the best way of winging a race is to drive a car round the course.

Erm, yes, Mr P. If you'd just like to stand over there, the doctor will see you next.

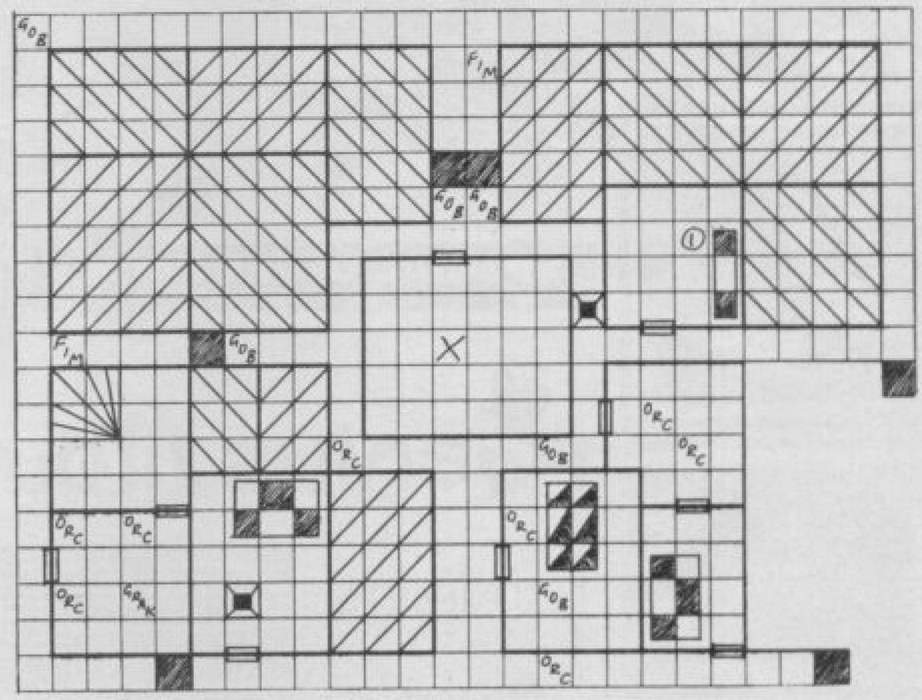
HERO QUEST



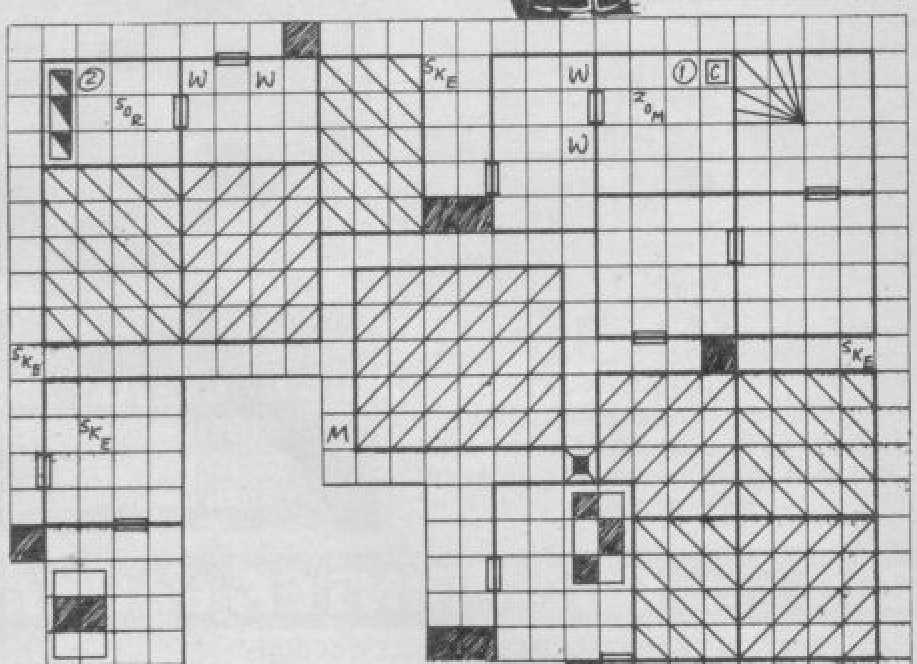
The following maps carry on where last month's left off, but there isn't one for the eleventh quest cos **Mark** and **Stephen Brogan** (who did 'em) think it's, er, complete rubbish. Bit of a short-cut if you ask me. Still, they both deserve a couple of games, so congrats to them.







LEVEL SIX Legacy Of The Orc Warlord
1 Get your equipment from this room.
X This is the cell the players start in.

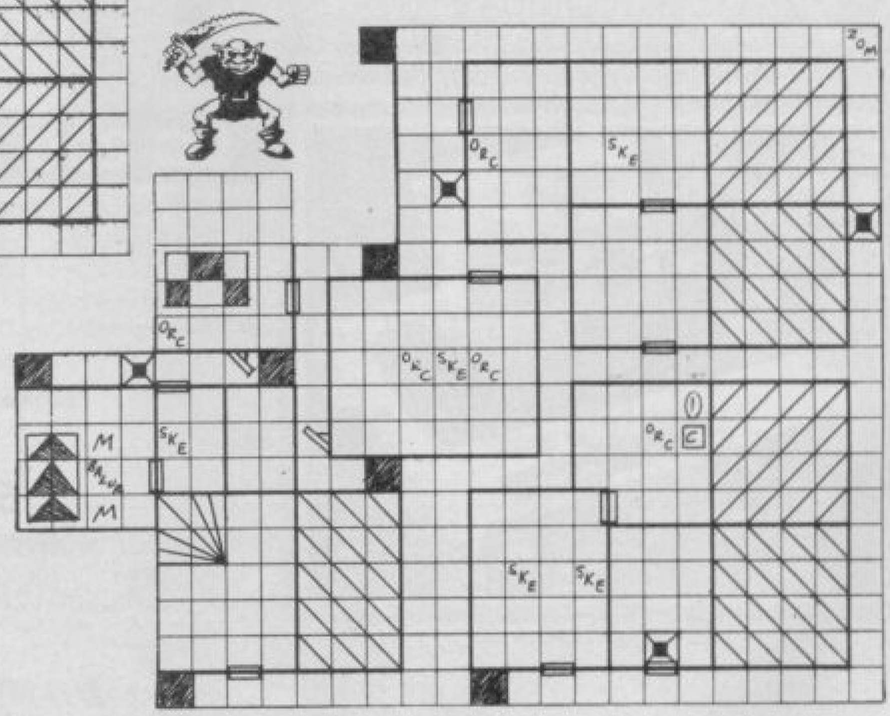


LEVEL SEVEN The Stone Hunter
1 The chest contains 200 gold coins.
2 Get Borin's armour from the rack.



KEY

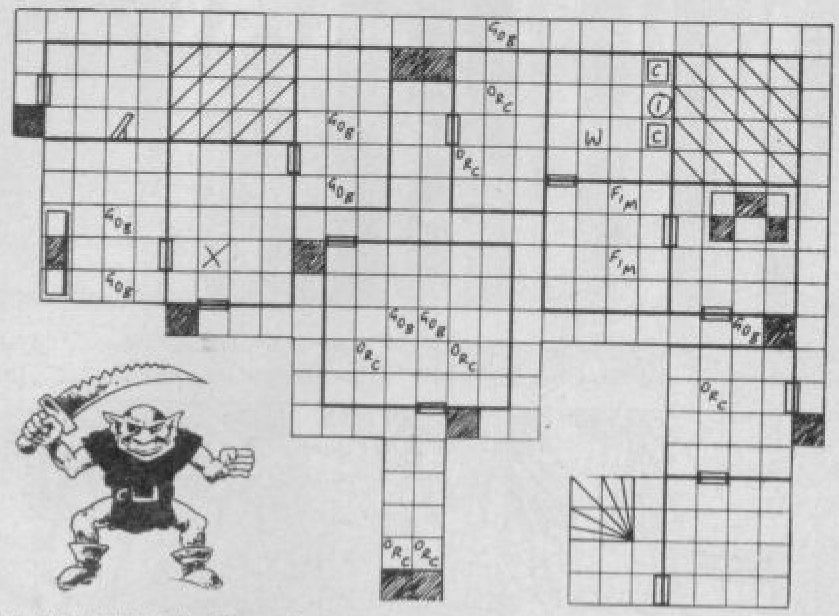
Gob = Goblin	M = Mummy
Rag = Sir Ragnar	Ske = Skeleton
W-L = Witch Lord	Gar = Gargoyle
Fim = Fimir	W = Warrior
	Zom = Zombie
	Sor = Sorceror



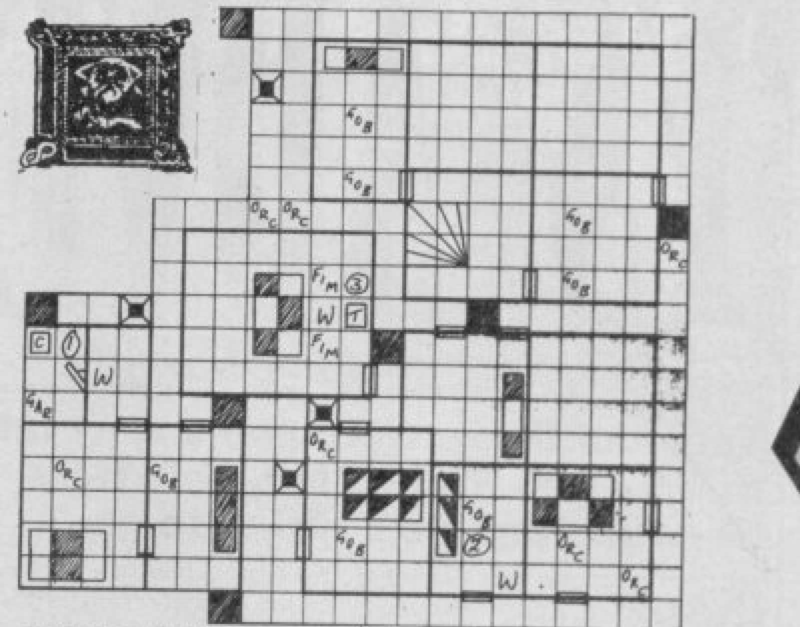
LEVEL EIGHT The Fire Maze
1 The chest contains the Wand Of Recall and 150 gold coins.



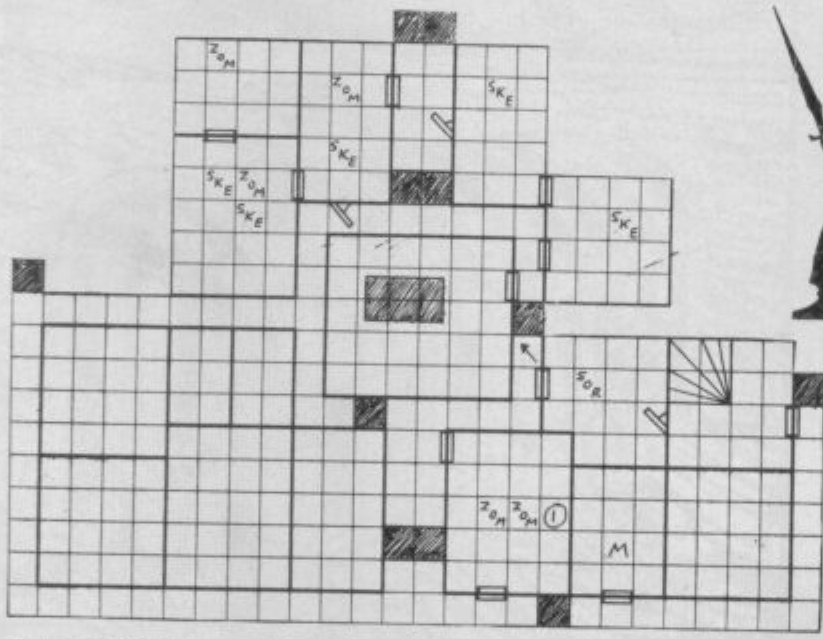




LEVEL NINE The Race Against Time
1 There are 100 gold coins in each chest.

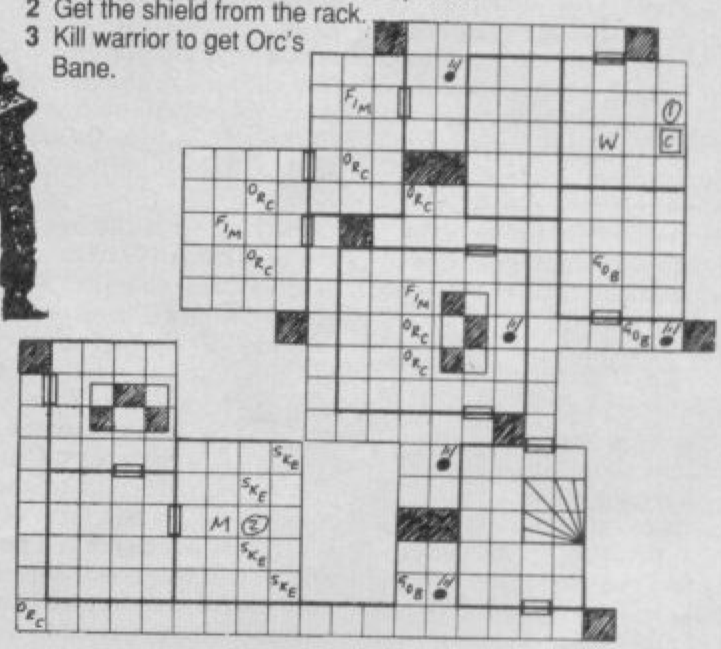


LEVEL ELEVEN Bastion Of Chaos
1 Gargoyle will attack if chest is opened.
2 Get the shield from the rack.
3 Kill warrior to get Orc's Bane.





LEVEL TWELVE Barak Tor, Barrow Of The Witch Lord
1 Kill zombie to get the Star Of The West.



LEVEL THIRTEEN Quest For The Spirit Blade
1 The chest contains 200 gold coins.
2 Kill all the monsters and search for treasure to get the Spirit Blade.

So that's that then! But one question (or two) remain to be answered – once you've collected everything, what do you *do* with them, and who do you give them to? Here's Andrew Wroe with the answers.

❖ Give Borin's armour to the wizard.
❖ Give the Wand Of Recall to the wizard.
❖ Give the Talisman Of Lore to the person with the lowest mind points.
❖ Give the Orc's Bane to your main hand-to-hand fighter.
❖ Give the Spirit Blade to the person with the most body points.

Andrew also says that if you've any further probs then write into the Clinic and he'll try and help. What a nice chap, eh? And just before we go here's a quick tip from a bloke called Vicles...

Low on dosh? Just select Quest 7 (The Stone Hunter) and go straight to the exit. Do this a few times and Robert's your uncle.

And I think that's *Hero Quest* finished off. 'Rah 'rah!



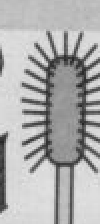
CHIP'S CHALLENGE

Wah-hey! Here they are, the final codes, brought to you by Jamie McConnell, the same chap who sent in the first lot.

89 VCZO ★ 90 OLLM ★ 91 JPQG ★ 92 DTMI ★ 93 REKF ★ 94 EWCS ★ 95 BIFQ ★ 96 WVHY ★ 97 IOCS ★ 98 TKWD ★ 99 XUVU ★ 100 QJXR ★ 101 RPIR ★ 102 VDDU ★ 103 PTAC ★ 104 KWNL ★ 105 YNEG ★ 106 NXYB ★ 107 ECRE ★ 108 LIOC ★ 109 KZQR ★ 110 XBAO ★ 111 KRQJ ★ 112 NJLA ★ 113 PTAS ★ 114 JWNL ★ 115 EGRW ★ 116 HXMF ★ 117 FPZT ★ 118 OSCW ★ 119 PHTY ★ 120 FLXP ★ 121 BPYS ★ 122 SJUM ★ 123 YKSE ★ 124 TASX ★ 125 MYRT ★ 126 QRKD ★ 127 JMVZ ★ 128 FTLA ★ 129 HEAN ★ 130 XHIZ ★ 131 FIRD ★ 132 ZYFA ★ 133 TIGG ★ 134 XPPH ★ 135 LYWO ★ 136 LUZL ★ 137 HPPX ★ 138 LUJT ★ 139 VLHH ★ 140 SJUK ★ 141 MCJE ★ 142 VCRY ★ 143 OKOR ★ 144 GVXQ

Right – job done! (Except it isn't cos there are hidden secret levels. So send those in too when you've found them, Jamie! If you really want to, that is.)

CRAP TIP OF THE MONTH



Yep! It's the timely return of the really crap bit! This month's contribution comes from the *YS* Phantom.

In *Continental Circus*, the best way of winning a race is to drive a car round the course.

Erm, yes, Mr P. If you'd just like to stand over there, the doctor will see you next.

WAY OUT

What a lovely Tipshop! Sadly I've got nothing left to type in, so it's time to say "Ta-ta" – but please, no tears! In the immortal words of that chap in the glittery leotard – we'll be together again! Just make sure you keep sending in all those tips, maps and bubblegum to Linda B (that's me!) at Tipshop, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW, and I'll see you in four weeks time.

YS ADVENTURES



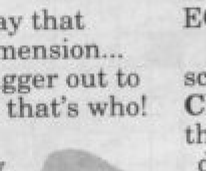
This month we welcome a new face to *YS* – he's TIM KEMP, he's from Norwich, and he's raring to go...

In true Doctor Who fashion, Mike Gerrard – his life-force almost totally spent after five years at the helm of *YS* Adventures – disappears through the misty, shimmering doorway that leads to another dimension... and who should stagger out to take his place? Me, that's who! My name's **Tim Kemp** and, like my illustrious predecessor, I'm here to keep you informed about all the latest Spectrum adventure happenings. I'll also be printing special offer coupons, running a few competitions, reviewing the latest and greatest games, and hopefully keeping you entertained while I'm at it.

If you haven't heard of me then you obviously haven't been paying full attention to Mike over the past year and a half! If you *have* then you'll know that I'm the chap in charge of that gorgeous Spectrum-only adventure fanzine *From Beyond* (and I've just taken over the running of the Speccy adventure PD library from Gordon Inglis, but more on that next month...).

Right, let's kick off with some fanzine news, shall we? **Sue Medley** and **Marion Taylor** (both experienced adventure folk) are on the verge of bringing out a bi-monthly adventure fanzine called ***Red Herring.*** It'll have 80 (count 'em! 80!) pages of reviews, solutions, maps, and, er, tons more! The price will be £2.95 (£4.50 overseas via airmail) and if you bung Marion an sae she'll send you more info. Write to her at *Red Herring*, 504 Ben Jonson House, Barbican, London EC2Y 8DL.

Staying with the fanzine scene, **The Adventurers Club Ltd** is no more. Some of the staff, however, have decided to 'do their own thing' and banded together to set up **The Adventure & Strategy Club**. Each issue comes in the form of loose leaf pages (called packs) which can then be inserted into an A5 ring binder. Annual membership costs £24, or you can pay £14 for half a year. September the 15th sees the release of the first pack, which consists of 48 pages of various adventure-related stuff. For more information send an sae to Hazel Miller, 17 Sheridan Road, London E12 6QT, and as soon as I get my hands on the mags I'll let you know what I think.

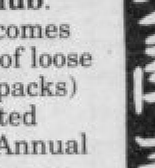


As for adventures, well, they're simply flooding onto the market at the moment. Again, I'll be reviewing them from next month onwards, but since you probably can't wait that long I've decided to do a quick round-up of the brightest and best (well, the ones that look that way anyway)...



ILLUSTRATION BY ANTHONY COLBERT

❄ ***Treasure Island*** is Jack Lockerby's new one. It's a 48K, two-part adventure based closely on the RL Stevenson novel, and it's well up to the usual Lockerby standards – it's got enough swash and buckle in it to keep you occupied for weeks! So, before splicing your timbers or shivering your main-brace (?), make a cheque (or PO) out to JA Lockerby for £2.95 and send your order to Jack Lockerby (River Software), 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL.



❄ ***Invaders From Planet X, The Micro Mutant*** and ***The Blood Of Bogmole*** are all recent releases from Compass. *Invaders* and *Micro Mutant* contain small 'arcade' sections (nothing too demanding or obtrusive I hasten to add), controlled via the PAWS EXTERN command, while *Bogmole* contains some digistized graphics and a sophisticated battle system. Each game costs £1.99 from Compass Software, 111 Mill Rd, Cobholm, Great Yarmouth, Norfolk NR31 0BB.

EVEN MORE SOLUTIONS

If you fancy any of the following solutions then send in an sae, marked 'Adventure Solutions', to the usual address.

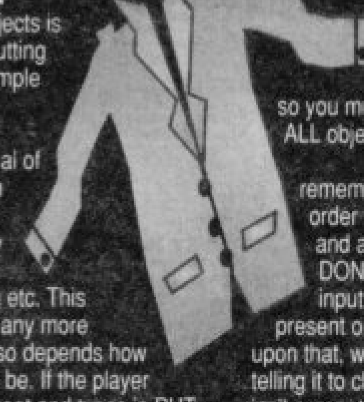
One Of Our Wombats Is Missing, Operation Berlin, Operation Stallion, Operation Turtle, Orc Island, Paradise Connection, The Pawn, Pawns Of War, Pharoah's Quest, Picture Of Innocence, Pirate Gold, Play It Again Sam, Prehistoric Adventure, Pride Of The Federation, Prince Of Tyndal, Project Nova, Puzzled, Quann Tulla, Quest For The Golden Eggcup, Quest For The Holy Grail, Questprobe III, Rebel Planet, Red Door, Red Lion, Retarded Creatures And Caverns, Rigel's Revenge, Robin Hood, Robin Of Sherlock, Robin Of Sherwood, Ronnie Goes to Hollywood, Ruby Runaround, The Sandman Cometh, Sea Of Zirun, Secret Mission, Secret Of Little Hodcome, Se-Kaa Of Assiah, Serpent From Hell, Shadows Of Mordor, Sherlock, Shipwreck, The Shrewsbury Key, Sinbad, The Slaughter Caves, Smuggler's Cove, Soapland, Sorcerer, The Soulhunter, Souls Of Darkon, Spectre Of Boobally, Spiderman, Spool, Star Reporter, Starship, Survival, The Swamp, Temple Of Vran, Temple Of Terror (not to be confused with...), *Temple Terror, Theatre Of Death, The Time Machine, Tower Of Despair, Twin Kingdom Valley, The Very Big Cave Adventure, Urquhart Castle, Village Underworld, Virus, Warlord, Waxworks, Weaver Of Her Dreams, Winter Wonderland, Wizard's Scrolls, Woods Of Winter, Yellow Door, Zacaron Mystery,* and *Zaranol.*

And that's your lot!

DROP YOUR KNICKERS, TAKE TWO

Last month Mark Cantrell put objects into containers, this month he takes them out...

Removing Objects from the Container



Removing the objects is just as easy as putting them in. The example here ignores any dealings with the wearing or removal of objects, though in most adventures REMOVE is likely to be used for taking off clothing etc. This shouldn't make it any more complicated. It also depends how fussy you want to be. If the player is wearing a raincoat and types in PUT RAINCOAT IN BAG, it's up to you whether you insist the raincoat has to be removed first, or whether it can go straight into the bag in one action – a bit like whether you make the player type OPEN DOOR before he or she can go through it, or whether you respond with "You open the door and go through."

```
REMOVE  NOUN2 BAG; Referring to
        the bag?
        PRESENT 1; Is the bag
        here?
        AUTOT 1; Take the object if
        it's inside
        DONE

REMOVE  NOUN2 BAG; As above
        ABSENT 1; The bag isn't
        here
        SYSMESS 26; Prints "There
        isn't one here!"
        DONE

REMOVE  SYSMESS 60; "Remove
        from what?"
        DONE

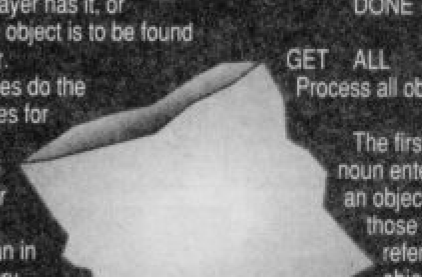
REMOVE  ALL      NOUN2 BAG;
                 As above
        PRESENT 1; As above
        DOALL 1; Look for objects
        inside the bag
```

There is no need to specify the container in the REMOVE commands, as I'll demonstrate in a moment when covering GET. Of course, this does not apply to the ALL option. You can't nest DOALL loops (i.e. perform a DOALL in one location, switching each time to a DOALL in another location) so you must be specific when GETting ALL objects from a container.

New users of *PAWS* should remember that it is important which order the commands are placed in, and again to finish off with a DONE. In this example, the first input checks whether the bag is present or not, and if it is then it acts upon that, with the DONE command telling it to check no further. If the bag isn't present, the program goes on to check your next entry, and will process that command instead – logic tells you that either the bag is present or it is absent. It has to be one or the other.

All these lines work in a similar fashion to the PUT lines. However, the AUTOT condact does the opposite to AUTOP. It looks for the specified object in the specified location (room one) and then processes it in a way similar to GET, reporting the successful manipulation of that object, if the player has it, or reporting if no such object is to be found inside the container.

The following lines do the same job as the lines for PUT. However, the DOALL loop for the ALL option looks for objects in the container rather than in the player's inventory.



Get and Drop

Let's consider how the GET command works in conjunction with containers:

```
GET     PRESENT 1; Is the bag
        around?
        WHATO; Which object is
        being referred to?
        EQ 54 1; Is the object in the
        bag?
        AUTOT 1; Get the object
        DONE

GET     ALL      NOUN2 BAG
        PRESENT 1
        DOALL 1; See REMOVE
        ALL
```

These lines deal with taking objects from the container. The first line checks that the object is present. It then looks at the noun1/adjective1 used in the input to look up the object in the object word table, updating the relevant flags for the last 'GET entries which, if the object was not found in the container, will be processed.

```
GET     LT 34 x
        GT 34 20; Nouns referring to
        objects?
        WHATO; Which object is
        referred to?
        EQ 55 0; Does it have zero
        weight?
        SYSMESS 61; Then report
        that it is immobile
        DONE

GET     LT 34 x
        GT 34 20; As above
        AUTOG; Get specified
        object
        DONE

GET     ALL      DOALL 255;
        Process all objects
```

The first line checks that the noun entered corresponds to an object. In other words those nouns above 'x' may refer to places etc, not objects, and so would lead to strange results if they were fed into the GET process. Those nouns below 20 are not object nouns, being movement nouns, for instance. Having established that the nouns are valid, the object is looked up in the object word table. Should the object have a weight of zero then it is an immobile object and this fact is reported to the player.

The next line again checks that the nouns are valid and then performs an AUTOG. This AUTOmatically Gets any specified object and reports this to the player, also reporting if the player already has it, or is wearing it, or if it is not in the present location. The last line merely sets up an ALL option which scans for objects in the player's location and processes them.

The opposite action – dropping objects into the container – has already been explained under PUT. All you have to do is substitute the verb PUT for DROP. However, the PUT lines don't explain the general DROP lines.

```
DROP    AUTOD; Drop the object
        done
        DONE

DROP    ALL      DOALL 254;
                 Scan for carried
                 objects
```

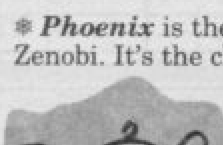
These two lines are so simple that they are self-explanatory. In fact most of these entries are fairly easy to understand. They were included here because any explanation of containers cannot really be considered complete unless the placing or removing of objects is mentioned. And when mentioning GET and DROP you cannot really omit the general lines.

However, the use of NOUN2 to specify the container was used in the first *PAWS* adventures and may be something which newcomers to *PAWS* are still inclined to do. It is quite unnecessary, and in fact it saves you some memory if you refrain from specifying the container in the GET condacts. It's also more user-friendly to allow the player to just type, for example, GET KEY rather than GET KEY FROM POCKET.

Thanks for those words of wisdom, Mark, and for making it all so jolly simple and straightforward! (Ahem.) Mark's happy to answer any questions you've got on the routines, but please don't inundate him with general *PAWS* queries, and be sure to enclose an sae when you're writing to him, at 112 Upperwoodlands Road, Bradford, West Yorkshire BD8 9JE.



❄ ***Phoenix*** is the newie from Zenobi. It's the chilling tale of an eternal being, The Traveller In Black (that's you), who's summoned to rid a once peaceful village of an entity known as The Abomination. This depraved demon from the primal darkness is one seriously *bad* dude!



The author's come up with some juicy, highly descriptive text, and also researched and implemented some pretty fine myth/legend-based problems for the player to bump into on his travels. A summer smash-hit of a game if ever there was one! *Phoenix* costs £1.99 and you can get it from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX (overseas customers add £1 to cover the extra postal cost).

❄ **Delbert The Hamster Software** will probably be a new name to most of you. Scott Denyer is the brains behind the outfit, and his first release ***Desmond And Gertrude*** is out now. You play both Desmond and his sweetheart Gertrude, the aim being to get the two young lovebirds together. But Gertrude's dad, King Norbert, isn't keen on his daughter getting it on with a bloke who sleeps in the gutter and is slightly less brainy than the village idiot. So he builds a huge dividing wall down the middle of the village to keep the two apart!

And talk about value for money – there's even a small FREE game on the B-side of the tape. What a barg! *Desmond And Gertrude* could be yours if you send a cheque (or PO) for £2.99 (made payable to Scott Denyer) to, erm, Scott Denyer (of Delbert The Hamster Software), 9 Orchard Way, Flitwick, Beds MK45 1LF.



As space is a bit short for my first column (due to Mike's final bits and pieces) I'd better remind you that you can get in touch with me via the usual *YS* address, and I'm quite happy to help you out with any adventure-related problem, query, hint, tip or whatever (though if you can supply an sae with your letter then so much the better!).

Please address your letters to Tim Kemp, Adventures, *YS* (it makes life so much easier!) and, all being well, I'll see you next month. Ta-ra!

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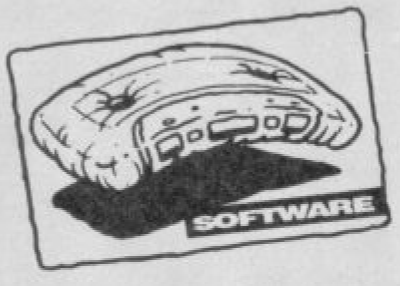
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■ *Skool Daze, Back To Skool* and *Rainbow Islands* wanted for *Chase HQ 2, Target Renegade* and *World Championship Soccer* (Elite). Originals only. **Phone Gringe on 021 3738754.**

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■ Wanted! Multiface +3, will swop or part pay with Multiface 1. **Phone Pete on 0892 548704 after 5pm.**

■ Wanted – Spectrum +3 with tape to disk utility and spare disk. **Phone Steven on 0776 84202.**

■ Desperately wanted! *Puzznic, SCI* and *Final Fight*. Will swop for my *Batman The Movie, Ghostbusters 2, Battlestations* (3 games), *Robocop, Knight Orc, Dragon Ninja, Combat School* or *Tiger Road*. 2 of mine for 1 of yours. **Phone Ben on 0258 72517.**

■ Cash buyer seeks Sinclair C5, can collect. **Phone Dave on 0425 478707.**

■ Wanted – any wrestling games for Spectrum +2. **Phone Ryan on 0792 648466.**

■ Wanted – *Machine Code For The Absolute Beginner*. Will swop Multiface 128. **Phone Sanjay on 021 565 2870 after 7pm.**

■ Wanted – printer with interface, Spectrum 128K compatible. **Phone Mr V Sedlins on 0532 622607.**

■ Wanted – *Sorcerer Lord, Ancient Battles, War In Middle Earth, Solar Fire, Time Of Lore, Sim City, Uridium*. Will swop for *Shadow Of The Beast, Xybots, Afterburner* etc. Will pay cash too. **Phone Graham on 0284 703961.**

■ Wanted – *Myth, Mr Hell, Untouchables, Dragon Breed* and *New Zealand Story*. Will pay £3 each. Also wanted – *Dynamite Dux* for £2.50. **Phone Lee on 0703 466620.**

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■ Desperately wanted – the *Shader* program from issue 29's Program Pitstop. Also wanted, a full-size printer and interface (must be cheap). Also, any strip poker games. **Call Ian on 0538 722626.**

■ I want anything to do with Dragon 32 software. **Phone Tina on 62218 (Leicester).**

■ *Tai Pan* wanted for the 128K. Will pay or swop. **Call Stefan on 071 622 8428, weekends only.**

■ Urgent! *Bard's Tale* wanted for the Speccy. Will pay cash. **Phone Sim on 0935 825221.**

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■ Wanted – ZX81 in working order with user manual intact, 16K RAM Pack and box for ZX81 if possible. **Phone Ian on 061 456 1471 any time. Thanks.**

■ Interface 2 with or without cartridges wanted. **Tel 0224 643195 any time between 9am and 5pm.**

■ Wanted – *Finders Keepers*, *Spellbound*, *Knight Tyme*, *Stormbringer* and a Multiface 128. Will pay or swop some games. I'll swop a 48K with leads for the Multiface 128. **Ring me on 0978 750666. Ask for Darren.**

■ *Switchblade* and *Ninja Remix* wanted. Will swop for *Power Drift*, *Bionic Commando*, *Xenon*, *Continental Circus*, *Bubble Bobble* and *Nemesis*. Three for one. **Ring Steven on 06077 5842.**

■ I would like the *Dizzy Collection*. I'll swop loads of games. **Call Joseph on 0706 830325.**

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■ Wanted! *Navy SEALs*, *Sly Spy* and *Shadow Dancers*. You could have my *Pang*, *Total Recall*, *Midnight Resistance* and *Nightbreed*. **Ring 08206 71306 and ask for Paddy.**

■ Wanted – *Robocop* and *Fast Food* for *Strider*, *Bronx Street Cop*, *Ace 2*, *Outrun*, *Predator*, *Short Circuit* and *Aliens* (US version). **Phone Grant on 0873 831024 after 4pm.**

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■ Wanted! Hints, tips and a map of *Carrier Command*. Also any hints and tips for *FD/FD2*. Will pay if required. **Call Stephen on 041 774 5405.**

■ Wanted – ZX printer in good working order. **Ring 091 284 6008 (or 010 3343 7417 from September) and ask for Dudley.**

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■ 100 Hellos to Claire Brown, to all her friends. Sid and Joe really live in Scotland. Lots of love and kisses, Sid and Joe. Write soon. xxx

■ The CP/M & MSDOS Users Group are having a sale of second-hand computers, peripherals and software on Saturday 14th September between 10am and 2pm at the Spring Lodge Community Centre in Witham. There will definitely be at least one Spectrum stall! For more info **call Roger Stangroom on 0376 517496.**



■ *Spec-stuff* is the tapezine to buy with cheats, charts, tips, multiface POKEs, reviews, previews and a Sega special! Only £2 plus free game! **For details contact Robert from 6pm to 8pm, Monday to Thursday on 0924 828305.**

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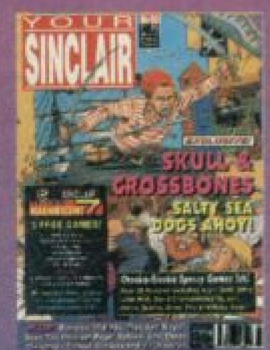
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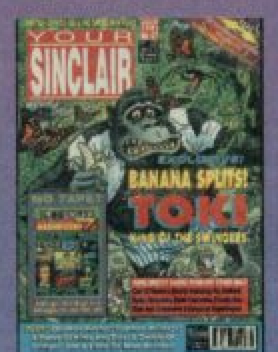
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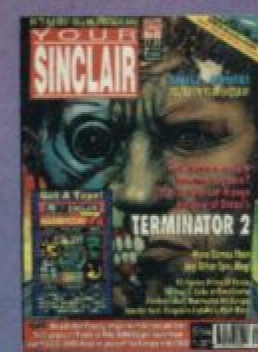












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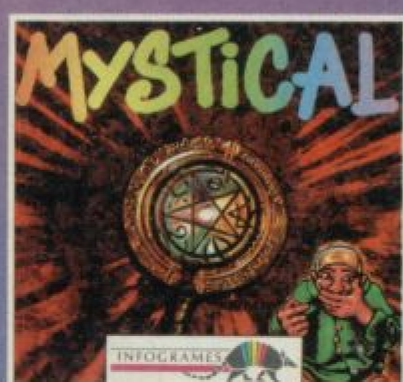
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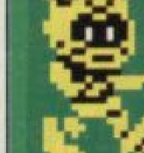
What have princes, mad dogs and fish-shaped flames all got in common? They're all in US Gold's latest CapCom conversion. Hurrah! We gave LINDA BARKER some courage and beauty (and a few rabies tablets) and sent her on her merry way...

HAIL! YE BOLD KNIGHT!

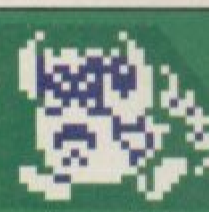
Mega Twins has been converted by Tiertex, who seem to be US Gold's favourite programming house at the moment (being reponsible for other recent Speccy games like *Alien Storm* and *MERCS*). After a few hours spent clambering through the undergrowth, saying hello to a few trout and soaring with the seagulls, I finally reached Castle Tiertex. At the drawbridge I was met by a knight in shining armour *...



Hello! Who are you?
I'm Robert Glavis.
Have you killed many dragons recently?
Erm, well I had a go on St Dragon the other day and I do like Golden Axe. Are you alright?
I'm fine. Are there many princesses around here? What about ugly stepmothers?
Look, are you sure you've got the right bloke? I'm just a humble programmer.



Oh. Sorry! Erm, right... well, what bit did you do then?
I did it all. Impressed?
Sure am. (But I'd be even more impressed if you really killed dragons.) What have you done before to prepare you for such a mammoth task?
Erm, not much. I haven't done anything that's actually been published, but I have programmed my own games and stuff.



Blimey, that's a bit crap, isn't it?
(Ahem.) So, was it really, *really* hard then?
Not massively. The main difficulty was with the Speccy itself – cos of the small memory I had to miss out some little touches but it shouldn't make any difference to the gameplay. I've tried to stick really close to the arcade version but, as I said, some things just had to go. But one good thing is that I've managed to match the arcade version for speed, which I'm quite proud of.
So you should be! And what are the differences between the 48K and 128K versions?
Not much. All the 48K version lacks is the music and a pretty loading screen.
And who's your fave twin?
Arnie Schwarznegger.
Ho ho. (Bit of a stupid question really.)
And what's your favourite fairy tale?
What? Oh, erm... Snow White And The Seven Dwarfs. I quite like Cinderella too. And have you ever seen The Slipper And The Rose with Richard..?
(Let's leave them there shall we, Spec-chums? Ed)



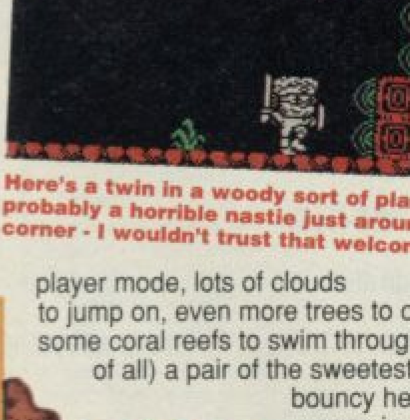
MEGA

If fairy tales aren't your scene then you'd better rush off to the toilet right now. *Mega Twins* is so sweet it'll have you barfing in no time. It's the new cutsie shoot/slash-'em-up platformer from US Gold (care of coin-op supremos CapCom) and it's got four-way scrolling, a two-



Here's a twin in a woody sort of place. There's probably a horrible nastie just around the corner - I wouldn't trust that welcome sign!

player mode, lots of clouds to jump on, even more trees to climb up, some coral reefs to swim through, and (best of all) a pair of the sweetest little bouncy heroes you've seen in, ooh, ages! (Well, since a couple of months ago anyway.) Hurrah! (And oodles of completely wierdo baddies too!



But we'll take a look at those later on.) Er, right – I'm going to tell you a story. Are you sitting comfortably? Then we'll begin...

Of kings and princes

Once upon a time, when the world was a lot younger than it is today, there lived a good, brave king and a beautiful queen. They lived in an ivory castle in the peaceful land of Alurea (which might sound like an ear disease, but actually isn't), and spent most of their time playing with their baby twin sons.



As befits a fairy tale, the princely twins were blessed with good looks, courage and charm. And they were jolly well-behaved too – they never cried, their food went in their mouths, rather than on the floor, and they didn't even smell (well, hardly ever).

But everything had to end in tears of course (you can hardly have an action-packed platform game about dancing through the daisies, can you?), and one day a massive monster appeared. Just like that! Now, the Alureans were completely crap at fighting because they'd lived in peace for a thousand years, so they didn't stand a chance. And soon everybody was completely and utterly dead!

Or were they?

(Get on with it. Ed)

Ahem. You see, the twins had been having a pillow-fight up in one of the castle towers and the monster had wandered by and completely missed them (but managed to spot their mum and dad and kill them all the same). So they escaped off into the woods and stayed there for 15 years and turned into tall, dark and handsome young men. Well, actually I'm lying – they're small, round and blonde. But never mind, cos they're still incredibly brave and they've set out to find two legendary stones called the Dragon Eyes which are going to bring their parents and countrymen back to life again. And, boy, they're going to need all the courage and good fortune the fairies can give them!

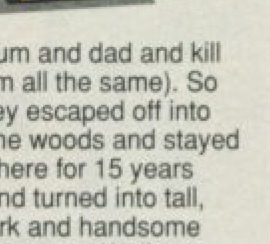
A kingdom divided

Blimey, eh? Spook city! So what about all these travels and perils and lost lands and everything else then? What's it all look like?

ONCE UPON A COIN-OP...

David 'Whistlin Rick' Wilson took a peek at the CapCom *Mega Twins* back in Slots Of Fun last November – and US Gold obviously read it and acted on his advice! He reckoned it was a pretty nifty two-player platformer, and said it could do even better on the Speccy than in the arcades. We'll see, eh, Spec-chums?

It hit the arcades around the same time as *Final Fight*, *MERCs* and a Taito title called *Liquid Kids*, which was another cutsie platformer, with a sort of puppyish hippo hero with a magic bubble. The whole thing was utterly lovely, but as yet no-one's picked up the licence.



How cute! (Pass me that bucket!)



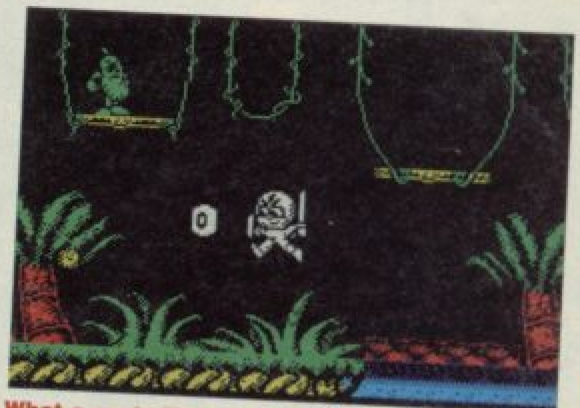
Well, there are five parts to *Mega Twins* – the first three bits can be played in any order you want, but you've got to complete all of them before you go onto the fourth and fifth. These three take place in different 'elements' – the land, the air and the sea. (So remember to pack some some goggles!) And the fourth round's got several levels which are all versions of the earlier rounds, but with lots more enemies. (Who are even harder!) Then there's a final round that takes place on land and is similar to the earlier land bit, except that it's really tough.



Everything's platform-based, in the land bit you've got to jump around an enchanted forest, and in the air sections you're floating around bouncing up and down on clouds. To help them fly the Mega Twins have got beaut baseball caps with seagulls built into them, and there are lots of pulleys to climb up between the clouds as well. In the swimmy bits you, er, swim (or drown, if you're crap).

To deal with all those terrible baddies the twins have their swords and a limited supply of mega weapons (you start with four, but get to pick up loads more as you move through). These super-weapons are dead sweet and look a bit like oyster shells with little pearls in the middle.

Despite their terminal cuteness, they're actually capable of wiping out whole legions of minor baddies and doing quite a bit of damage to the really big ones. To help you along the path of dainty death and dinky destruction there are loads of treasure chests absolutely brimming over with yummy goodies. There are piles of coins which add to your score (you'll get some of these when you biff baddies too), shields, swords and lots of scrummy food to boost your energy.



What a nasty little Bean Man! Those swings look like fun though. I'll just stab this white bean thing and then I'll have a quick go!

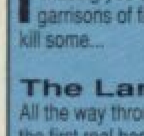
TWINS

BADDIES - AND WHERE TO FIND THEM!

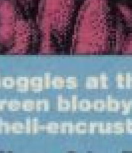
It's a nighty! As if spikes coming out of the wall and fat bullets chasing you down the corridor weren't enough, there are garrisons of fierce and fearless freak-foes too! So let's go and kill some...

The Land Bit

All the way through you've got to shoot loads of cuddly bears, but the first real baddie is the mad dog – so called because he floats! (Mad, or what?!) He's a nasty coward too, cos he's protected by four smaller dogs who rotate around him. He'll try and put you off by firing bullets, bouncing bombs and arrows at you. (But don't let that worry you!)



A third of the way through you'll meet the Bean Man who, erm, throws beans at you. (What a toughie!) Watch out though, cos these tasty little beans grow into big, bad Bean Men! After him you'll have to kill lots more bears, and then an owl in a UFO! Dodge his bullets, fire some of your own, get rid of him and – you're still not finished! (But probably a bit worn out!)



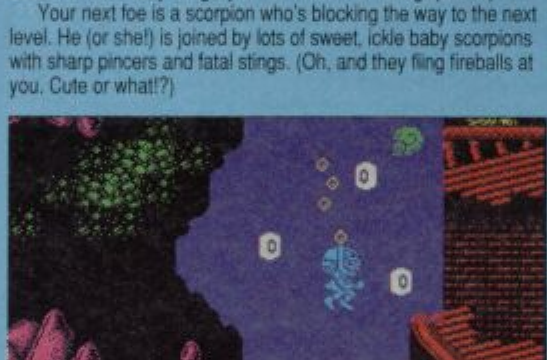
All this time you've been wandering through lush greenery, but now it's time for a bit of dankness. Go underground, knock off a few more furry teddies and blow up the rocks that scatter the path. Then you're ready for the end-of-level baddie – hello, Mr Rock Man! He's ever so strong and his arms are much bettter than yours (or mine) cos they get longer (so don't go too near). To get rid of him, first you've got to destroy his arms and then knock his block off. This is a lot harder than it sounds cos he spits out fish-shaped flames at you. (Mmm! Fried haddock for me, please!) After you've duffed him up he leaves behind a whole pile of coins, and also the key that you need to get through to the next bit.



The Underwater Bit

As you're swimming through the beautiful briny deep, you're surrounded by shoals of colourful fish, diddy crabs and floating frogs – kill them all! Halfway through you'll meet the Bean Man again, and then at the end there's a massive stingray to contend with. He may look slow and sleepy, but don't touch him – he's totally poisonous! And, as if that wasn't enough, he's also got oodles of little baby stingray which follow him along. (Ouch!)

Your next foe is a scorpion who's blocking the way to the next level. He (or she!) is joined by lots of sweet, ickle baby scorpions with sharp pincers and fatal stings. (Oh, and they fling fireballs at you. Cute or what!?)



Goggles at the ready! Watch out for that green blooby thing - it's probably a deadly shell-encrusted chubb (or something)!

The Air Bit

All the way through, there are lots of little cherubs sitting on clouds. They look like angels but they're as naughty as naughty can be! (The really evil one pops up about halfway through, and you've got to kill him to carry on.) The clouds also have domes on them shaped like beehives. These are cannon houses which swivel round and fire bombs at you. At the end, you've got to climb up pulleys (avoiding the occasional flame) to get across the screen to the big two-headed dragon. He's really scaly (but ever so sweet!) and very hard to get rid of!

What a funky bunch, eh? And there are couple of other baddies that might get squeezed into the finished thing too – a clown, and a bloke with a pair of boxer shorts that fly off when you kill him! Tiertex aren't too sure if they're going to have the space to put them in, so let's just keep our fingers crossed, close our eyes, and make a wish, eh, Spec-chums? (Well, it *is* a fairy tale, isn't it?!)



Those spooky eyes in the corner could be just what we're looking for. Climb up a bit, shoot those white blobs and you're on your way.

The idea might sound pretty simple, but Tiertex reckon the gameplay's going to be pretty darn difficult – so hours of fun are guaranteed! *Mega Twins* isn't due out for a couple of months so you've got a bit of time to get into shape. Those baddies are jolly fearsome and they're going to take quite a bit of bashing. So, get those muscles rippling and that trigger-finger ready! I advise swimming a few lengths, the odd jumping exercise now and then, and some fencing. Oh, and you'd better perfect those princely smiles as well!

FAX BOX

Game	*Mega Twins*
Publisher	US Gold
Programmer	Robert Glavis
Price	tbc
Release Date	November 1991

ALIEN STORM

US Gold/£10.99 cass

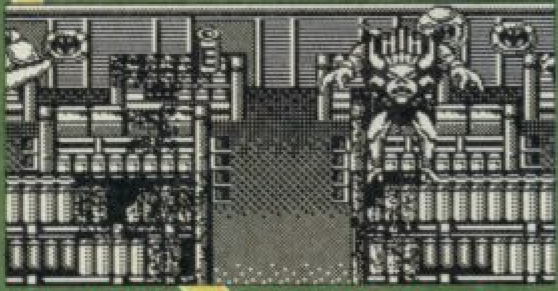


Andy I wish all these aliens would go away. One minute you think you've got rid of them all, and then you turn your head and a whole new bunch have just teleported into a cornfield from Zebra Gloopglox 90 or wherever. It's just not cricket.

And they're ruddy rude as well - take the blokes in *Alien Storm*. Some even have the audacity to disguise themsleves as dustbins (!) and pounce on you when you're walking by! Of course, you can splat them with your ziagron laser blaster, but they still make a disgusting mess all over your Nikes and leave a pongy smell behind. (Personally, I blame cutbacks in airport immigration staff.) Still, if a job's got to be done it's, er, got to be done, so let's take a closer inspection at the game they're all calling "*Alien Storm* actually" and see what we think.

Hey, good-looking!

And as coin-op conversions go it's pretty top-notch stuff. This isn't to say that it's particularly playable – just that it's politely faithful to the original. The Sega machine was a bit of a star, but that was due more to fancy sprites and graphics than any outstanding playablity, and the Tiertex game is the same.



Mmm. Now where've we seen this type of game before? This *Op Wolf* bit crops up in the second half of Level Two.

The six levels are split into different bits, but all of them contain a horizontally-flipping walk-along-the-road sequence where you've got to blap loads of uglies and pick up energy pods. You do this by using a sort of backpack firehose thing that sends out lots of deadly electricity (which, along with the name of our heroes – the Alien Busters – is as flagrant a rip-off of the mighty Ghostbusters as ever I've come across). Other sequences include an *Op Wolf* shooter in a supermarket (more originality), and some really, *really* fast scrolling along another road, where you've got to, well, kill a few more aliens.

And, as I said, it all looks jolly scrumptious. The sprites are crisp and fluid, and the fast scrolling zips

The Changing Face Of An Alien From Space



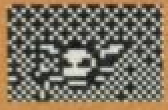
1. Meet Boris, one of the illegal immigrants you'll bump into on the street. Shoot him once, and nothing much happens. Shoot him again, and lots of spooky weird things start going down...



2. He loses all his fleshy bits (including his trunk) and turns into a skull, and then quickly turns back into...



3. This again – but shoot him a couple more times, and he ends up like...



4. A spooky spider! Eurgh! (A pretty impressive shrink job, I'm sure you'll agree.) But wait, because here comes his piece de resistance...

5. An energy cannister, for you to pick up and keep, and make you get fit and well and healthy again. Hurrah! (So, maybe these alien blokies aren't so bad after all.)

FINAL FIGHT

US Gold
£10.21(543) cass



James Oh good grief! I did a huge Megapreview all about *Final Fight* in issue 68 and I've just realised that the star of the game is called Haggar, not Hagger. *(Prat. Ed)* So it seems I was completely wrong. Er, sorry, everybody.

Anyway, on with the extreme violence. Haggar (I got it right this time) has just been declared Mayor of a rather nifty town in America called Metro City (where all the cars are Metros, I presume). Haggar used to be a bit of a street-fighter, but he's promised that he'll stop so he can spend more time being Mayor. Unfortunately, Metro City is still filled with violent dudes, and the worst of all are the Mad Gear Gang (so called because they're completely mad and they've got lots of, er, gears). They've gone and kidnapped Haggar's daughter, Jessica – for no apparent reason! Naturally, Haggar's none too pleased with this state of affairs, so with his mate Cody, he decides to go and deal with the gang personally.

The thing with the CapCom coin-op version of *Final Fight* was that it had absolutely mega-huge sprites. And guess what? The Speccy version's got them just as big! They're about half the screen high and rather spiffily detailed.

Of course there's a price to pay for these whoppers, and it's smoothness. As you might expect, the game is a bit jerky and uneven. The fighters move around nicely but when they carry out their special moves it occasionally gets rather confusing. You have the usual kick, thump, jump and duck moves plus others depending on whether you're playing Haggar, Guy or Cody. Cody does Ninja-style kicks and flips. Guy does massive punches and Haggar does wrestling body slams and strangleholds (and rather lethal they are too).

Totally smashing!

There are six levels of all this horizontally scrolling mayhem, which means you've got six backdrops to do your fighting in front of. Level One is the street (hence 'street-fighting'), Level Two the subway, Level Three is

Haggar's energy bar. He's doing fine!

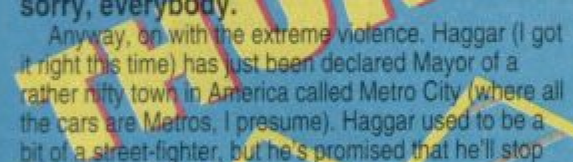
Score. Every punch counts.

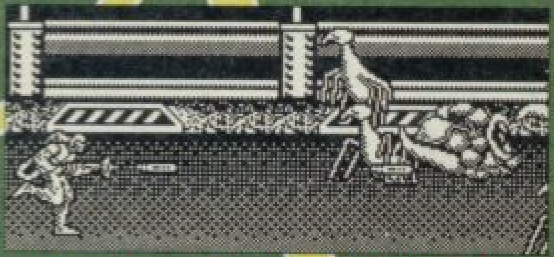


Haggar. He's just about to try for one of his famous headlocks which, if it works, traps Bred (or whoever) and slowly squeezes the life out of him (hur hur). The only thing Bred can do is call on his mates for help.

Bred's energy bar. He's not so well.

Bred, Haggar's old and weedy enemy.





Save your energy, mate. There's another bus in five minutes.

along like lightning. The crosshairs bit comes a cropper – everything's so detailed you can't see what's coming at you, but you get used to it in time.



Which means it's a real pity the gameplay's so flat. Despite what I said, killing aliens can be fun (especially when they look like vegetable omelettes and spooky snails like they do here). But when all you've got to do is dodge them on a pavement and then pound away absent-mindedly at the fire button it can get a bit trying. *Allen Storm* isn't easy – but who wants to play a game that's difficult when there's no skill involved? It's a shame. You kind of wish they'd given the spanky graphics to *MERCS* instead (which was a good game, but with pretty crap design).



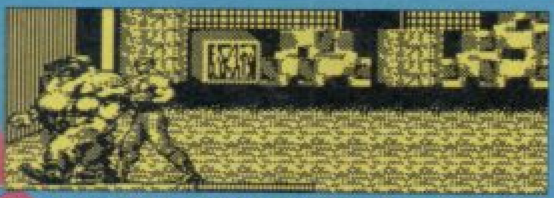
FINAL VERDICT

LIFE EXPECTANCY	72°	ADDICTIVENESS	70°
GRAPHICS	87°	INSTANT APPEAL	78°

DIAGNOSIS

Two-player shooter with excellent graphics and dull gameplay – much like the coin-op original really.

75°



Here's the first really tough baddie. He's called Bill Bull and he's both a bull and an, erm, bill (I suppose).

a restaurant, Level Four is a factory, Five is by a rather pleasant seaside bay and Six is a hotel (where you'll find Jessica, by the way). The baddies are pretty much the same throughout, but there are different weapons to be found in each level (such as knives and forks in the restaurant, sharp shells by the bay and so on).

Although the sprites can't be as slick as the usual mincing little jobbies you see, they really are works of art. You sense the power in the punches, gasp as your opponents reel back, blood spurting from their... *(Calm yourself, James. Ed)* But I suppose, at the end of the day, it depends what you're after in a beat-'em-up. *Final Fight*'s got lots of moves and weapons (such as knives, iron bars and lots of yummy things like that) to use on your enemies, and plenty of non-stop face-punching fun. It isn't as slick and playable as some, but it's novel and the speed is impressive for the size of the graphics.

FINAL VERDICT

LIFE EXPECTANCY	73°	ADDICTIVENESS	71°
GRAPHICS	85°	INSTANT APPEAL	74°

DIAGNOSIS

Arcade beat-'em-up, with chunky big sprites (which can tend to slow things down a bit).

77°

FIRST DIVISION MANAGER

CodeMasters/£2.99 cass

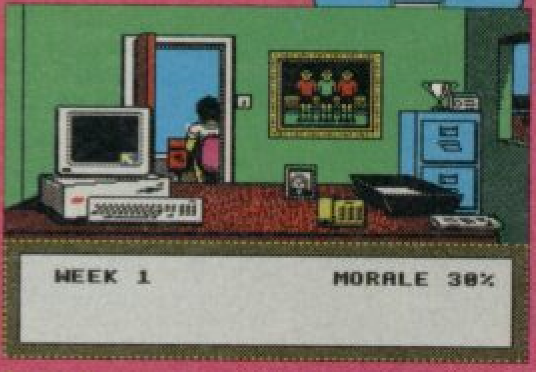


Linda Right, I'm fed up with football managers getting all the attention. I mean, they're not exactly the most glamorous bunch of blokes in the world, are they? I think somebody should write a computer journalist sim instead.

Well, okay, so it might not sound very exciting – but then what's so thrilling about managing a football team? And whoever thought of turning it into a computer game in the first place, eh? *(Steady on, Lind. Ed)* Blimming daft.

Anyway, the game. *First Division Manager*, like a trillion others, has one of those desk screens with a





Texas Homecare never had it so good.

computer, filing cabinet, door, telephone and radio. The radio's a nice little touch at first (but it soon becomes incredibly annoying), and the filing cabinet's good too, even if the bottom drawer's stuck. All the info in the top drawer and on your database (if used correctly) will pull your team into the first division. So keep checking players records, keep your bank manager sweet, keep your players fit and have a good chat with your scout now and then. As long as you keep a tight rein on everything then you should get to the top. And that's the management side basically – and would you believe it's actually fast, easy and (dare I say it?) fun!

So where's the catch? Well, it's the arcade bit – it's crap. There I was, having great fun playing about with my icons, opening and closing drawers, picking up players for nothing, hanging up on my bank manager and turning the radio on and off. Then, I had to go and play a match. And it was awful! Absolutely terrible. Whilst loads of little ants moved very jerkily about the screen, the names of the players and what they were doing appeared beneath. This went on for ages. Eventually I let my mind wander and ended up staring at the trees outside. Then I lost the match, got very annoyed and went back to my desk. Through no fault of my own the morale of my wonderful team was at an all-time low. I put my head in my hands and sobbed uncontrollably. Then I turned the radio off.



FINAL VERDICT

LIFE EXPECTANCY	50°	ADDICTIVENESS	47°
GRAPHICS	60°	INSTANT APPEAL	45°

DIAGNOSIS

Fairly good management sequences but the whole thing's ruined by the appalling arcade bit.

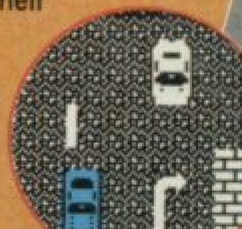
50°

MIAMI CHASE

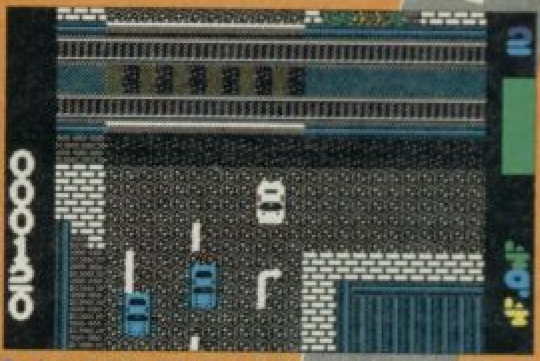
CodeMasters/£2.99 cass



Jonathan *Miami Vice*, eh? What a programme. But this has got nothing to do with it. Honest. It's just got a name that sounds slightly similar. And it looks a bit like it. But that's it – really. The Codies have probably never even watched *Miami Vice*, being much too busy thinking up original scenarios for their games.

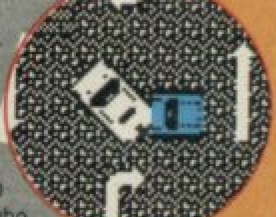


The fact that you're a renegade cop cruising round in a big white Ferrari is, of course, pure coincidence, and if anyone suggests anything to the contrary I suggest you blow them away with your car's built-in gun. Although what you should really be doing is mopping up Miami's bad guys before the 48 hour amnesty that the mayor's given runs out. There are five of them on the loose (baddies, that is), and they're all highly dangerous.



To jump or not to jump, that is the question. (Yep, things are that bad.)

Have a quick peek and the screenshot (go on) and you'll quickly spot that this is a standard Codies bird's-eye-view driving game. Ho hum. You've got to drive round in your difficult-to-control car avoiding walls, innocent traffic and other perils while trying to spot the baddies on your radar. The only other things you've got to worry about are police cars, who keep stopping you, holding you up for ages and then letting you go.





The graphics? They're okay, and give a fair impression of scrolling smoothly (even if they don't). The sound? Typical Codies music. Any good? Generally? No, not really. *Miami Chase* isn't actually bad as such, but it simply isn't any fun to play. Sorry, but it isn't.

FINAL VERDICT

LIFE EXPECTANCY	49°	ADDICTIVENESS	50°
GRAPHICS	70°	INSTANT APPEAL	65°

DIAGNOSIS

A boring driving/maze game. There's not a lot more you can say about it really.

61°

ROBOZONE

Image Works/£10.99 cass



James It's all our fault! We never should have started the Industrial Revolution! Now it's the year 2067, horrible fumes are belching out of all the factories and into everybody's lungs, and all the people in charge have built City Ships, sailed them out to sea and are now living in luxury bobbing up and down on the beautiful briny. What a swizz!

Of course, the common people have been left in the city to fend for themselves, and everything's pretty unpleasant. Not just litter-in-the-streets unpleasant, but buildings-falling-around-your-ears unpleasant. Not exactly what you'd call 'home sweet home'. Thank god they've got the Wolverine to look after them...



Billions of trillions of mutants rush on and give you severe jip, but you can deal with them! Just think of all those innocent women and children you're protecting. (You big softie, you!)

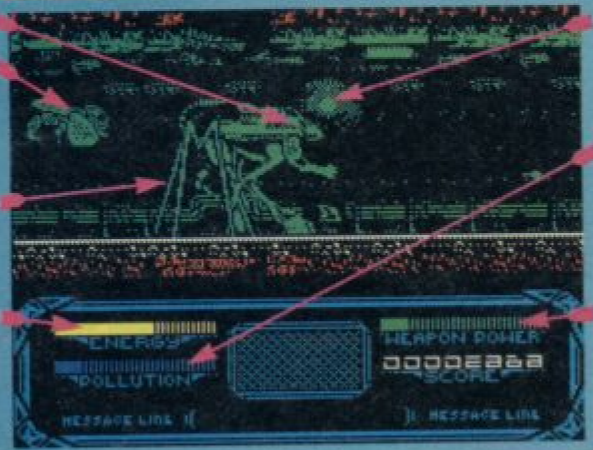
Crikey! They sound a bit scary!

Actually, they're not. In fact, they're just like the ED 209 droids in *Robocop* – two legs, an armoured shell and a massive great machine gun. The one difference is that the Wolverine are nice robots! They're also big and fast, and you control one of them. It wanders around the different levels of the wrecked subway (that's the Underground to us), protecting New York (and some of the nicer poor people) by fighting lots of (bad) people, mutant birds and giant beetles. They're all in mono, but they're a decent size and move well.

Your main opponents are a bunch of wicked spindly robots called Scavengers who want to destroy everything. They're pretty easy to get rid of but (but! But!) they come at you in their thousands. The basic idea is that you travel around looking for the central dome where all these nasties are coming from. You move between levels by leaping or dropping through big holes smashed in the floor, and then, erm, get blocked by loads of dead-ends. This is pretty frustrating, so it might be an idea to make a map of the whole thing. *(And when you do, send it in to Linda at Tipshop. Ta! Ed)*



There are little boxes that ED 209 (sorry, Wolverine) can squat down on to replenish his energy – only watch out for the pesky mutants who swarm around them, making your life a pain in the bot! Ahem. (Luckily there's autofire on the gun, so you just keep your thumb down and give them what for!)



Oooh, it's so exciting!

Robozone's certainly dead atmospheric (and rather depressing because of it). There are loads of nice little

DEVASTATING BLOW

THWACK!

Beyond Belief/£2.99 cass



Jonathan For some reason people often mistake me for a mild mannered, easy-going 'yes' man. And I don't use the word 'mistake' lightly, as the admissions list of the Bristol Royal Infirmary will testify. So when a new boxing game was slid under the door of the shed I was its natural recipient.

If you didn't recognise the name in between the game's title and its price, that's because Beyond Belief is a new set-up and this is its first game. Hurrah! When so many so-called 'big' companies are tending to overlook the Speccy in its old age, its nice to see a new company getting its priorities right from day one. And the game's not bad either.

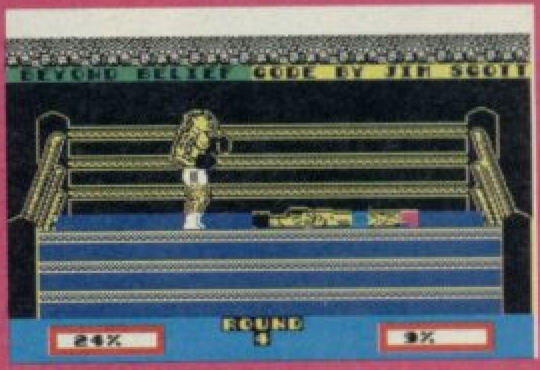
It's about as standard a boxing game as it's possible to get, but as there haven't been too many boxing games on the Spectrum in recent years I'd better go over the basics. Your boxer stands on the left, facing the other one (controlled either by the computer or a chum) who stands on the right. By pressing the right combination of keys you can get him to walk backwards and forwards and do various punches. As you lay into your opponent his strength goes down until, eventually, he'll fall over. He might manage to get up again (by hitting the left and right keys), in which case he gets a bit more energy and another chance. If not, you win the fight and move up a rank. (You start off in eighth position, and have to become first in the world, you see.) Between every couple of bouts you get a chance to beef up your power rating by hitting a punch bag.



OOF!



Right, who's the joker who swopped the ring for a swimming pool?



Oof! Out for the count! (Get up, you lazy bounder, I want to bash you up a bit more.)

Although initially it seems that all you have to do to win a fight is press all the keys as quickly as possible and hope for the best, you'll eventually work out combinations of moves which work for you. But the



touches like broken junk all over the place and polluted acid-rain dripping from the ceiling (which knocks off your energy if it touches you) and, as action-packed shoot-'em-ups go, it works well.

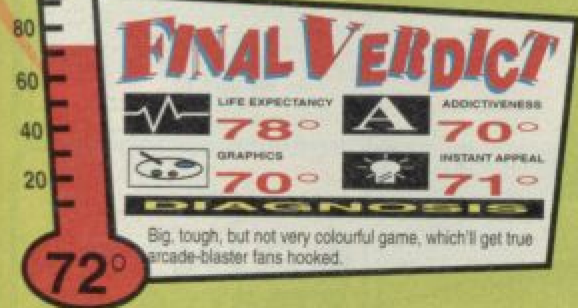
You don't get a second's peace, as there are literally trillions of things to shoot up and collect (so you'll be jolly thankful for the increased weapon power you get later on).

What's annoying is that the screen doesn't seem to be wide enough to see what's coming (there could be anything in those horrid underlevels). I suppose this means that it's an exciting game, but I was a bit cautious about wandering off too far! *(Pansy. Ed)*

If you fancy yourself as a bit of a violent caretaker then this isn't bad at all (although it would have been nice to have a choice of weapons and some more varied mutants to blast). It's not easy by any means. You have to put in a fair few hours to master it, so the fact you don't always get bunged back to the beginning when you lose your lives is quite a welcome touch.



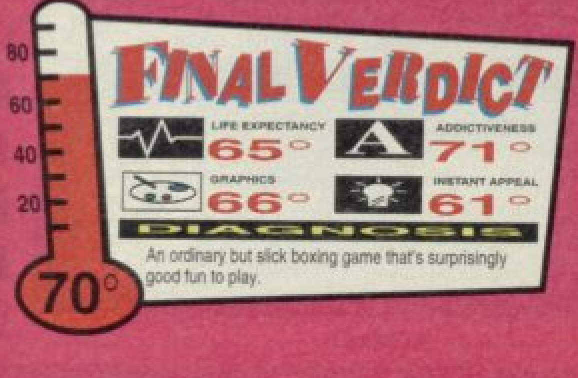
What a lovely chappie. Looks like a cross between an ED 209 and those Walkers from *The Empire Strikes Back*, doesn't he?





Nice to see players with such a firm grasp of the English language, isn't it, Spec-chums?

best thing is the way the boxing matches actually look like boxing matches, with teeth flying all over the place. In fact the whole feel of the game, while distinctly Spectrummy, is just right and nothing like as repetitive as these things so often can be. So, um, it's really rather good then.



RETURN OF THE WITCHLORD

HERO QUEST EXPANSION KIT

Gremlin/£5.99 cass/£7.99 disk



Linda **Heroes, eh? Bit crap, aren't they? All they can do is kill people. Of course, it wasn't always like that. Once upon a time heroes did really amazing things like rescue maidens from ivy-covered towers and outwit the forces of evil. *Hero Quest* was just like that – lots of wizards and potions and things. Those were the days, eh? *(It only came out a couple of month's ago! Ed)* But hark! What's this yonder?**



Hurrah! This is just what I need. Where have all those gruesome ghouls gone? I don't know, they're just like buses! *(Eh? Ed)*

Yep! The role-playing, spell-casting, quest-solving fantasy game is back. Sort of. In *Hero Quest* you had to complete 14 quests to defeat the Witch Lord, and that was pretty much that. He got clobbered, kaputt, finito (along with his Army Of The Undead). Good had (once more) triumphed over the forces of chaos. Or had it?



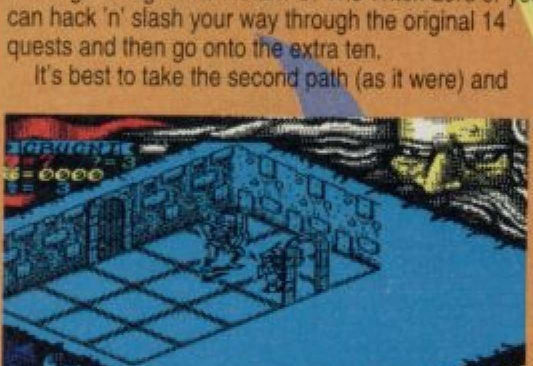
You never know what's going to be round the next corner. But it's definitely not nice.

Ha! No it blimming well hadn't! Obviously the pesky Witch Lord was only pretending – cos here he is again! And this time he's even angrier than before, and the Undead have been on a special 'How To Be Really Nasty' refresher course. Eek!

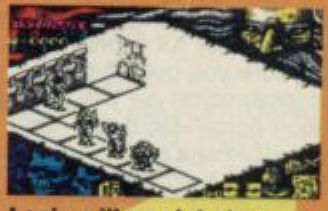
So what exactly IS an expansion kit then?

Well, first of all – the expansion kit doesn't work without the original *Hero Quest*. (So, if you want to take full advantage of this rather spanky new addition, you'll have to go and buy the original game.) Load up *Hero Quest* and you've got two options. You can either go straight into *Return Of The Witch Lord* or you can hack 'n' slash your way through the original 14 quests and then go onto the extra ten.

It's best to take the second path (as it were) and play all the way through, cos then you can start the new bit with a saved character. An experienced elf (or wizard, or whatever) is likely to have lots more strength and brain-power than a newie. And there's a fair chance that he'll be well equipped in the weaponry and treasure departments too. (In fact, I'll go one further and suggest that you definitely use a saved character or you're not really going to get very far at all!)



Eek! I'm only little. How can I deal with a big 'orrible thing like that? (I need help!)



Look, will you lot stop following me. I don't know where I'm going!



Lawks! They obviously don't want us going that way. Better go back the way we came, eh, dwarfy?

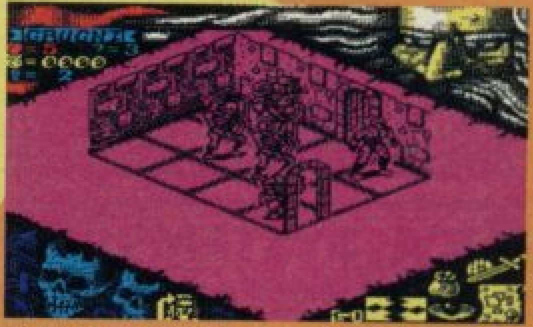
Scare me!

All the new quests have seriously spooky names guaranteed to send shivers scampering up your spine, like The Gate Of Doom, The Silent Passages and... ooohh! I can't go on, it's all too frightening for a fair maid such as me, and... *(Get on with it. Ed)* Ahem.

Okay, it's exactly the same as *Hero Quest*. Basically. Yep, it looks, sounds and plays just like the first game. Movement works in exactly the same way, as do spells, searching and the buying of weapons. Which is probably a very good thing. I mean, you wouldn't expect an extension to look or play any different from the, erm, thing that's being extended, would you? No! After all, it'd be pretty confusing if you loaded up *Return Of The Witch Lord* and it was all pink and fluffy, wouldn't it? *(Yes, it would. Ed)* Right.



The most impressive thing about the pack is the sheer bargainosity of the whole thing. I loaded it up expecting just one extra level and, aye carumba, there were ten of the jolly things! If you've got *Hero Quest* already then I urge you to go out and buy this poste haste. If not, this really is an incentive to kill two birds with one lump of granite and buy the game and the pack in one go. You won't regret it.



It's not fair! There's more of them than me!



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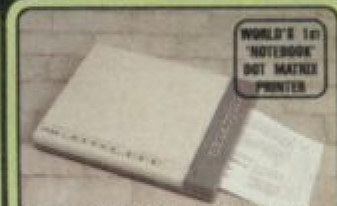
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REPLAY

Most of JON PILLAR's friends are old Speccy games. No on else really understands him...

ComPilation

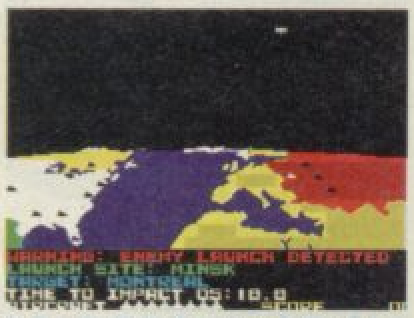
MULTIMIXX 2

Kixx/£4.99

Another three-pack hits the streets (as they say) – this one with games so old, they're positively wrinkly.

Raid

The American president is informed that there's a nuclear attack going on, and there's only



Is it a bird? Is it a plane? No, it's a spy satellite watching you as you put out your old Y-fronts to dry.

one thing to do. Move to Stoke Poges. Er, I mean jet in a crack squad soldier chappies to destroy the enemy control systems (of course!). The graphics show their age, but the gameplay's held up well as you 'raid' across five levels from a low-gravity hangar to a meeting with killer robots. It's good and long, with a sprinkling of strategy amid the shooting.



Beach-Head

The oldest of the three, and rather past it I'm afraid. Originally, it caused a stir with its first-person 3D, but now the dated graphics just highlight the repetitiveness of the gameplay. Fiddle with your guns' elevation, then shoot planes, ships, tanks and things.

Beach-Head 2

This is more like it. Two players (hero and villain) slug it out in earnest over four very different levels. From the initial landing (where the hero's men swarm over walls, lobbing grenades at the villain's overworked gun emplacement) to the final showdown (throwing pointy sticks at each other high above a river), it's a gem. Functional graphics (ahem) belie the groovy game design – and it's soooo satisfying to play the bad guy (and zap your pals!).

60°

Oldies, but (nearly) goodies. Great fun at first, although you'll probably give up when the novelty wears off. And a £5 note is still too expensive!

ComPilation

4-MOST SPEED STUNTS

Alternative/£3.99

Now there's an apt title. These games indeed sound 'speedy'. And 'stuntish'. And there are 'four' of them. Quite a stroke of luck all round, in fact.

The Real Stunt Experts

Fly a helicopter gunship! Drive a 200mph Ferrari! Run into a burning building! Really just an excuse to slap together three shoot-'em-ups, this one has you performing the stunts for a megabudget Hollywood picture. Graphics are adequate, and there's a neat variation on lives (you have to rack a score that covers your insurance



To be a stuntman you need nerves of steel, muscles of iron and a brain the size of an ant's lunchbox.

premiums) but the games themselves are no different from a squillion others.

Turbo Girl

Bog-standard shoot-'em-up which has you racing along vertically-scrolling platforms, leaping huge gaps and zapping aliens. Smooth, fast, slick and dull, dull, dull.

BMX Ninja

Using your bike as an offensive weapon, you have to bunny-hop and wheel-spin rival gangs to death. It's a spooky idea that fails miserably as a game. With just three moves, it swiftly becomes more tedious than Tedious Tim, the phantom dullard of Symonds Yat. *(Eh? Ed)*

Pro Mountain Bike Simulator

Natty split-screen biking sim where you ride against the Speccy or a pal. There's a wide range of obstacles to rattle over, and since it's pedal power only you sometimes have to carry the bike and hobble along on foot! A barrel-load of moves and a sideboardful of options (including a course editor) easily make up for the unpolished graphics. One of the most

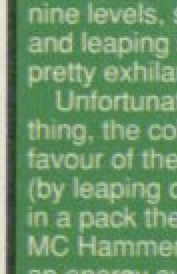
LED Storm

The Hit Squad/£3.99

82°

An arcade conversion from a year or two back (with a name like that what else could it be?), *LED Storm* is a futuristic race game with a difference. Instead of *OutRun* 3D, it's an overhead scroller. It's slick and smooth with crisp, clean graphics, but the real attraction is the speed – this game is faster than an eight-legged cheetah with aerodynamic styling! Racing flat out over the nine levels, swerving between petrol tankers and leaping spectacular gaps in the road is a pretty exhilarating experience!

Unfortunately, there are a few probs. For one thing, the collision detection is weighted in favour of the bad guys. You can eliminate them (by leaping on top of them!) but if you're caught in a pack then you'll be flung around more than MC Hammer's knees. More frustratingly, there's an energy system instead of lives.



Consequently you're tempted to play recklessly (a case of 'full speed ahead and damn the killer joggers!'). Grabbing the vital energy icons themselves is a bit tricky – if the dreaded Black Car hasn't run them down, the twists of the track often mean they scroll offscreen before you can reach them. A tad unfair, methinks.



So to sum up. *LED Storm* is a spiffy game that's just a leetle too tough for its own good. If you can handle running out of energy three feet from the checkpoint though it's a game well worth investing the coins in. As a simulation of superfast racing it couldn't be more complete if you set fire to a couple of tyres and bounced some dead insects off your nose. *(Eh? Ed)*



These three didn't stop, look and listen. Instead they rushed out into the road like madmen.

tenuously linked compilations, and one of the weakest. Only *Mountain Bike* is even vaguely addictive, and that's not quite strong enough to carry the pack. If you've got a decent bike sim, forget it.

50°

Compilation

4-MOST MEGAHEROES

Alternative/£3.99

Ah, at last, a 4-pack I can identify with. (Cough.) Yes, well, ahem, let's just look at the games, shall we?

Dandy
The precursor to *Gauntlet* and, to my mind, a touch superior. The colourful flip-screen dungeons have more of a puzzley feel to them, the graphics are far better and there are some severely creepy nasties. But, best of all, in two-player mode you can bash each other up. It's fun and playable and, in short, rather dandy. (Slap!)

60°



Freddy Hardest
A typical Dinamic Software two-parter as you attempt to filch a replacement ship for Freddy H, cosmic joyrider and crap pilot. Firstly, scamper across a planetoid and beat up some aliens. Then tip-



If Freddy's so crap, how come he's managed to find (and crash-land on) the world's biggest pizza?

toe aboard a rocket and realise you're playing the wrinkly puzzle game *V*. Very disappointing – the spanky intro sequence implies a laugh-a-minute conk-bonker, but it, um, isn't.

Rogue Trooper
Yes, it's the return of that blue chap from *2000AD* (even though Alternative are pretending otherwise). Plot aside, this is basically a 3D isometric shoot-'em-up – a neat idea that works well. With nifty graphics, crunchy sound and plenty of good touches it's very playable. It's also far too easy, but a pleasant way to spend an hour all the same, and a great boost to the ego.

Captain S
A bizarre Spanish beat-'em-up which pits you (as a moustachioed stumblebum named Mariano) against elephants, washing machines and cyborg manicurists. Oh, and if you collect enough sausages you can transform into the shovel-jawed superhero of the title. The graphics are small but highly detailed, and some of the game is very funny indeed, but it's much too hard. The unresponsive controls don't help either. Suck it and see. (If you're still not sure then play it a couple of times.)

Not too hot. Nothing really holds your attention, and it's doubtful whether you'd want it for the novelty value. Have a look elsewhere, preferably for something different.

Compilation

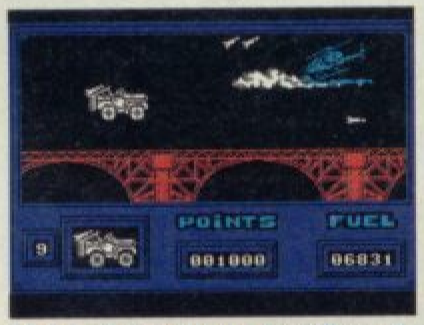
4-MOST WARZONE

Alternative/£3.99

Mmm, there's no beating about the bush here, is there? But are we talking rough and tough, or totally duff? There's only one way to find out – we're going in!

War
Stupidly difficult vertical scroller with a teeny screen and confused graphics. Play for a bit, tear out your hair, hurl your Speccy through the window and run screaming into the night. Completely hopeless.

Army Moves
Shoot loads of people in this two-load blasteroo! The real victim however is the playability, killed off by messy graphics and the kind of difficulty level that'd



It's a sad day when a jeep fires at any passing helicopter.

tax a fabulously co-ordinated octopus. It's a shame because, with eight levels, there's quite a lot to it.

River Rescue
Zip along the Amazon in your trusty speedboat, avoiding crocs and logs, and pausing to fling lost scientists in the hold. A five minute wonder, except you'll only play it for three, and it's not that wonderful.

40°

19-Boot Camp
Prepare for army life in this four-part training game. There's the assault course (no waggling – you press fire to build up power, then time its release to scramble over obstacles), the firing range (viewed through the rifle 'scope), jeep training (*Out Run*-ish driving bit) and unarmed combat (get revenge on your nasty old Drill Sergeant). Graphics are sleek, but there's really not much to the game. Each level is either lemon-squeezy simple or very frustrating. Overall, as instantly forgettable as, um, thingie.

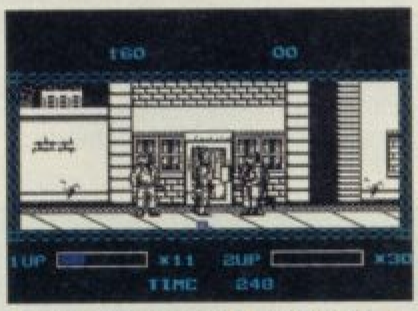
Utter crap I'm afraid, Spec-chums. Not even Arnie would touch 'em with a bargepole. *(Or ein Uzi 9mm. Arnie)* Quite.

THE NINJA WARRIORS

Mastertronic/£3.99

A horizontally-scrolling two-player multiload beat-'em-up which is also quite a respectable hackie-baddie and well worth a look. Smart shading spruces

65°



Excuse me guv, but have you got the price of a cup of tea? Certainly, it's about 50p. Bye!

up the graphics, gameplay is the same as usual, but the difficulty level is pitched about right. An easy game to get into and fun to plod away at. (It was in the *Fists Of Fury* compilation.)

TOOBIN'

Hit Squad/£3.99

Paddle along in a big inner tube with this game of the US craze. (Tch! Our American cousins, eh?) Playing Bif or Jet (all incredibly cool dudes have three-letter names, ahem), whizz down a river the length of which would embarrass the Amazon. Using that old favourite, the rotate-and-move control method, you have to avoid unhealthily sharp obstacles, as well as the missiles of jealous landlubbers. Luckily, you've got a supply of drink cans to sock the baddies with (after you've emptied them, natch).

82°

This arcade conversion didn't do too well first time round, which is a shame cos it's a bit of a spanker. The graphics are bright and slick (and rather chucklesome), the vertical-scrolling is slippery smooth and there's a host of fabby 128K tunes. As for the game itself, we're into *Bubble Bobble* territory, in the sense that while it's okay for one player, it's really best with two. You can barge into each other which promotes, erm, friendly rivalry. With floating gates to paddle through, bonus cans to collect and some fiendish river designs, *Toobin'* is jolly playable. If you want another two-player game to beat your pals at, this is well worth the dosh. Not quite a Megagame but a wazzy little barg all the same – it's faster than a piece of string and almost as addictive.



There must be loads of tractors around without any tyres – they're all floating downriver!

THE NEW ZEALAND STORY

Hit Squad/£3.99

Once upon a time (as all the best stories begin) there was a happy gang of jolly kiwis. But then, one day, along came a horrible walrus and his equally unpleasant chums, the whale and the octopus and... Oh, dear, let's forget the plot, eh? In an eggshell (kiwi? Eggshell? Cough) *NZS* is a cute blast-'n'-rescue platform game featuring power-ups, baddies a-plenty, flying machines and lots of water. It's a doozy! *(Eh? Ed)* You'd have to try pretty hard to bodge such a strong arcade original (twice voted Best Platform Game Set in New Zealand And Starring A Kiwi) and the programmers have done the Speccy proud – it's

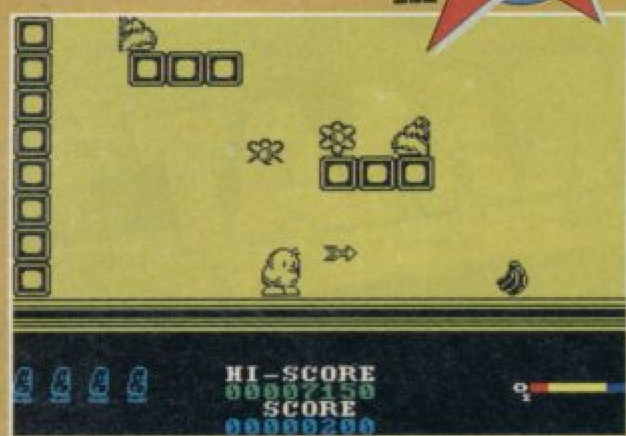
93°



the most impressive arcade conversion since *R-Type*. Beautifully detailed, with razor-sharp graphics flitting speedily about the screen accompanied by some outstanding (128K) music and effects.

It's big, addictive and, on the whole, slinkier than a slinky spring wearing a slinky dress. Complaints? Well, the blocky scrolling takes a bit of getting used to, and the inevitable multiload is a pain. On the other hand, you've got something elegantly simple and simply delightful, so it's a small price to pay. (Which, coincidentally, is how you get hold of the game.) Go buy! Alternatively you could pay a few pounds extra and buy it in a bigger box with a couple of other games thrown in and the name *Rainbow Collection* plastered over the front (take a look over there on the

YS MEGAGAME



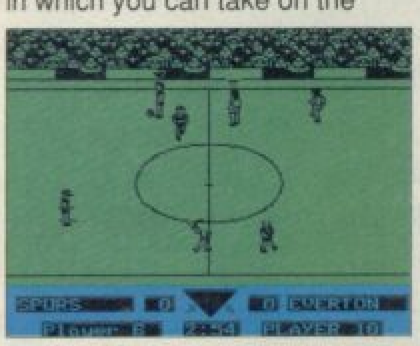
It's all as cute as cute can be. That little fluffy Kiwi thing has just fallen off his perch and needs someone as kind-hearted as you to rescue him. Aah!

COMPILATION

GRANDSTAND

Domark/£14.99

Don't panic – Domark haven't written a *Desmond Lynam Simulator* (well, not yet anyway). *Grandstand* is actually a compilation of four sporty games in which you can take on the professionals. Lucrative sponsorship deals ahoy!



Where's that Geordie boy then? In bed with a sore knee, we'll bet!

Gazza's Super Soccer

It's that man again! A straightforward (ie non-management) soccer game that has you kicking around with the usual mix of Speccy and Spec-chum teams, in league and cup competitions. The horizontal pitch doesn't scroll – when you reach the end of the screen it flips perspective to a 3D view of the goalmouth. This is a gimmick we could have done without – it plays hell with the flow of the action and causes the players to obscure the ball. Overall, a bit of a mess, which is a pity, but there you are.

Continental Circus

Panic pedestrians by swerving all over the main roads of famous cities in this unexceptional arcade driver. With smooth but ugly graphics, a thimbleful of new features and too-tricky gameplay, it's a race game with no difference.

World Class Leaderboard

Leaderboard was the golf sim that changed the world (or at least the bits of it that wanted to play golf on a computer). *WCL* is of course the, um, world-class version of the original. Challenge up to four pals (or go it alone) over four courses of 18 holes, all presented in cheerful (though slowly-drawn) 3D. While your hands aren't likely to leap off your wrists with excitement, it's very playable, quite a bit addictive and certainly more fun than the real thing. (There's no Jimmy Tarbuck for a start.)

Pro Tennis Tour

Large 3D sprites (and some hilariously bad animation) enliven this racquet-smashingly tough game. Similar to *Passing Shot* in that the emphasis is on fast, whack-the-ball fun. I'd say this one has the edge with its oodles of options – practice games, skill levels etc. You won't get very far against the Speccy, but rope in a pal for a stonkingly entertaining time.

53°

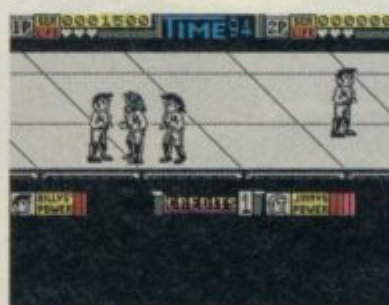
Well, it's not crap, but with two pretty dire games *Grandstand* is wobbling perilously close to the 50° mark. Fling your pennies elsewhere. (Preferably in my direction!)

DOUBLE DRAGON 2

Mastertronic/£3.99

Another *Fists* game. Exactly the same as the original – team up with a pal and rush around aimlessly, thumping people a lot. Animation is jerky and the game play's stilted and repetitive. Kerrunchh! Kerpow! Kerrappp!

38°



Stop talking about me behind my back. I'll tell the teacher! I will!

COMPILATION

THE RAINBOW COLLECTION

Ocean/£9.99

Strange timing, but yes, here's *The Rainbow Collection* (containing *New Zealand Story*, *Bobble Bobble* and *Rainbow Islands*). It's not really worth me going through all the plots, so I'll just say that all three are Megagames and completely brill! *Rainbow Islands* has appeared only as a full-pricer (and on the *Power Up* compilation), but the other two have just been released as Hit Squad cheapies in their own right. Never mind. Rush out and buy *The Rainbow Collection*, because you can never have too many copies of these games (ahem).

YS MEGAGAME

92°

SHINOBI

Mastertronic/£3.99

Surprisingly good horizontally-scrolling beat-'em-up, that, again, popped up in *Fists Of Fury*. There are five levels chock-a-block with villains and the bashy-slashy gameplay is given a twist by your being able to jump offscreen to a different area. Very playable in a short-termish sort of way.

73°

CABAL

Hit Squad/£3.99



Not a neighbourhod you'd like to live in. For a start there are blokes with guns running all over it. Get out of my garden!

Rip your shirt and bare your teeth cos here's another of those gritty *Op-Wolf*ish shoot-'em-up. Actually, that was a bit of a lie – although you do get a roving gunsight (as in *Wolf*), you also get to leg it away from enemy bullets. Hurrah!

Each of the 20 (multiloaded) levels sees you scampering across the bottom of the screen, armed with a machine-pistol (with unlimited ammo), a few grenades, whatever power-ups you can blag, and biceps that knock down walls. The rest of the playing area is stuffed full of foot soldiers, tanks, trucks, helicopters and scenery (which hides a few bad guys). You can hide behind the scenery on your bit of the screen too (well until it all gets blasted away, that is!).

81°

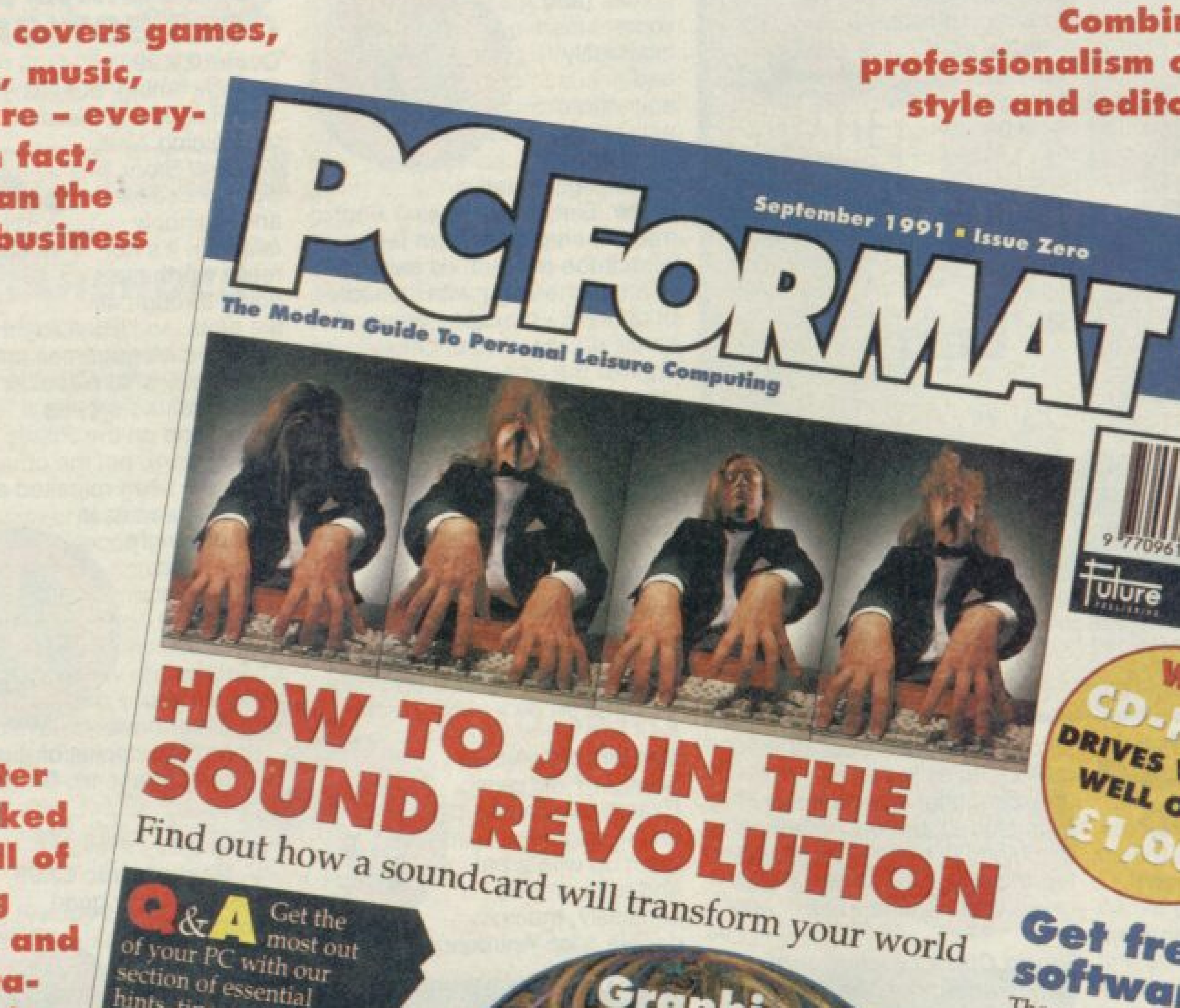
Graphically, *Cabal* has gone for the chunky and colourful look, and everything's surprisingly clear despite the amount of blazing mayhem. Frantic fun at first, the gameplay does get somewhat repetitive, but it's a short-term stonker, and a great game to dip into (which considering it's basically *Space Invaders* with muscles, is quite an achievement really).



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Compo winners!

Win, win, win the *YS* way! This month's roll of honour kicks off with the winner of our *3D Construction Kit* compo. The best shed in the world is now residing in Graham Brant's garden (which is in Romford, Essex).

The runners up get Domark goody bags, and they are...
Paul Bird of Haslemere, Surrey; **Ben Kelly** of Chapelfields, Coventry; **Adrian Scott Gilbert** of Liverpool; **Darren Coupland** of Sandiacre, Nottingham; **Jon Holyfield** of Kings Lynn, Norfolk; **T M Stawarz** of Berwick-Upon-Tweed; **Carl Stubbs** of Chesterfield; **Darren Gray** of Newton Wycliffe, Co Durham; **Michael Crockett** of New Elgin and **Nichola McGuinness** of Streetly, West Midlands.

Ten copies of the Codie's *Slightly Magic* go to...
Paul Winter of Plymouth; **Colin Morrison** of Glasgow; **Mr M W O'Brien** of Peterhead, Aberdeenshire; **Mrs Loader** of Yeovil, Somerset; **M J Shepherd** of Weeping Cross, Stafford; **Simon Welch** of Bootle, Merseyside; **John McGurk** of Greenock, Renfrewshire; **Craig Ker** of Glasgow; **Steven Potts** of Manchester and **K Coates** of Southport, Merseyside.

So what's Sal's fave flave of ice-cream then? Banana of course! Andrew Hamilton of Grangetown in Sunderland knew the answer to that, and becomes the happy recipient of a whopping great tube of Pritt Stick.

Fashion victims, ahoy! Super-skillo *YS* T-Shirts are off to...
Alan Whysall of Alfreton, Derbyshire; **Marc Horton** of Bargoed, Mid Glamorgan; **Iain Cruickshank** of Oxton, Wirral; **Mrs C Cox** of Eastbourne, East Sussex; **David Hall** of Manchester; **Richard Elliott** of Carnoustie, Angus; **Brendan Mullen** of Jarrow, Tyne And Wear; **Josh Brooks** of Norwich, Norfolk; **Steve Cowley** of Reading, Berkshire; **Lee Smith** of Cardiff; **Joe Ellwood** of Bradford, West Yorkshire; **Brian Kirkham** of Morecombe, Lancs; **Brian Woodburn** of Preston, Lancs; **Ian Hewett** of Swansea; **D Major** of Andover, Hants; **Scott Munro** of Inverness; **Miss L Parrington** of Skipton, N Yorks; **Robert Leather** of Lincoln; **Matthew Staples** of Crawley, Sussex and **Tommy Vanner** of Lisburn, Co Antrim.

On to issue 67 now, with the winners of our *Battle Command* compo. Tickets for the International Air Tatoo went to...
Matthew Hollick of Abingdon, Oxon; **Mr D Morgan** of Birmingham; **Tobias Bardon** of Carderton, Oxon; **Robert Shaw** of Weston-Super-Mare; **Jason Payne** of Warnham, Sussex; **Leigh Loveday** of Port Talbot; **Richard White** of Lowestoft; **Andrew Bonnington** of London; **Scott Allen** of Long Preston, North Yorkshire; **Jonathan Challis** of Exmouth, Devon; **Geoffrey Crowther** of Glasgow; Steven Wye of Plymouth; **C Burtenshaw** of Nuneaton, Warwickshire and **James Bradshaw** of St Helier, Jersey.

We trust a good time was had by all! The runners-up weren't exactly hard done by either. Ten copies of the stonking, tank-busting *Battle Command* are storming their way to...
Mr B Neal of Swansea, West Glamorgan; **Adam Price of** Henfield, West Sussex; **Andrew Garrard** of Bicker, Lincs; **John Hinton** of Maidstone, Kent; **John Charles** of Sittingbourne, Kent; **Jamie Thompson** of Wellsgate, Scotland; **Amanda O'Neill** of Arklow, Co Wicklow; **Daniel Prentis** of Durris, Kincardineshire; **Michael Dyke** of Peterhead, Aberdeenshire and **Adam Franklin** of Hawkhurst, Kent.
Plus! An Ocean T-shirt and mug go to...
Gary Brighton of Newmarket, Suffolk; **Stefan Ratcliffe** of Battersea, London; **Richard Boardman** of Charminster, Dorset; **Andrew Malcolm** of Horsham St Faith, Norwich; **I Meaden** of Bath, Avon and **S Marshall** of Aylesbury, Bucks.

And it goes on! Ten copies of CDS's *European Superleague* are kicking and dribbling all the way to...
M Marsh of Stocking Pelham, Herts; **Russell Green** of Runcorn, Cheshire; **Roger Irwin** of Whitehead, Co Antrim; **Samuel Haggan** of Larne, Co Antrim; **Stacy Lawton** of Crewe, Cheshire; **M Sincup** of Stockton, Shropshire; **Chris Mullen** of Bury, Lancashire; **Darren Worthy** of Chesterfield, Derbyshire; **Mr Malcolm** of Norwich, Norfolk and **Paul Chamberlain** of Colwyn Bay, Clwyd.

The lucky winner of our *Turrican 2* compo is ready to get pedalling – so, on yer (mountain) bike, Peter Wall of Cheadle Hulme, Manchester!

The runners-up needn't blub cos ten copies of *Turrican* are storming their way across deserts and seas to...
Darren Stares of Middlesborough; **Martin Seal** of Dorchester, Dorset; **Paul Newton** of Sheffield; **Jamie Fitzpatrick** of Chiswick, London; **Ben Wyatt** of Norwich, Norfolk; **Nick Jenkins** of Tavistock, Devon; **Adam Shakespeare** of Halesowen, West Midlands; **Andrew Wordie** of Blantyre, Scotland; **Dean Dalton** of Ashford, Kent and **James Pope** of Peckham, London.

And there's more! Ten Rainbow Arts goodie bags will soon be with...
Kevin Hay of Fochabers, Moray; **Rueli Fitgerald** of Liverpool; **Jeff Baxter** of Plymouth; **Chat-Kong Chan** of Ipswich, Suffolk; **David Paterson** of Fraserburgh; **Barry Lynn** of Derrymacash, Co Armagh; **Adam Price** of Henfield, West Sussex; **Chris Barnes** of Northampton; **Geoffrey Toal** of Glasgow and **Gary Woodward** of Northwich, Cheshire.

And finally (phew!) we've got ten copies of CodeMasters' *Stack Up* and ten copies of Zeppelin's *Dirt Track Racer* – one of each for...
M Ajmal of Oldham, Lancashire; **V McGarry** of Andover, Hants; **Steven Kitson** of Bangor, N Ireland; **Oliver Wilkinson** of Kirkby-In-Ashfield, Nottinghamshire; **Alan Scrivens** of Chessington, Surrey; **Christopher Armstrong** of Norwich, Norfolk; **Robert Harvey** of Harlow, Essex; **Tony Brooks** of Caterham, Surrey; **Anthony Dixon** of Loughborough, Leicestershire and **Gurdeep S Mattu** of West Bromwich.



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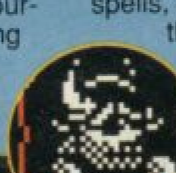
"Tomorrow, tomorrow, I love you tomorrow, you're only a day away." (So not long to wait really.)

MOONTORC
Atlantis



A Moontorc isn't a quiet chat between Neil Armstrong and Buzz Aldrin somewhere in the depths of space. Ho no, not at all. It's an amulet (actually). And a jolly special one at that.

Atlantis' new game is a four-level mystical sort of scrolling zap-'em-up with map screens, shop bits and loads of other funky adventury stuff. You wander around trying to find your bit of fluff *(Er, girlfriend. Ed)* and bashing up lots of henchmen. You can collect huge amounts of lovely gold to spend on weapons, spells, door keys and parts of the – yep, here it is – Moontorc (which you've got to assemble every level, so it's, well, pretty vital really).



There are plenty of tricks, puzzles and traps to grapple with (so you'll need your thinking head on as well as your duffing-in head) and, of course, a trillion keys to pick up. It's original, it looks extremely spiffy, and we'll be greatly pleasured to review *Moontorc* in an issue or two's time.



Er, further on in the Skogr Forest.

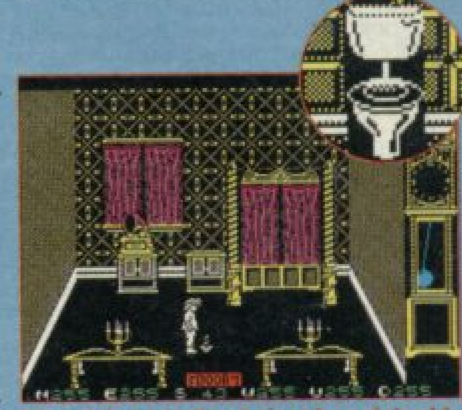
SLEEPWALKER
Zeppelin

It's the middle of the night. You're at your great-grandfather's massive house, and the place is being demolished (to make way for a motorway or something). You can't leave because grandad's asleep. And the silly old fool's started sleepwalking!

What you've got to do is rush around the house in front of grandad, trying to clear his path of debris and obstacles. He mustn't be allowed to wake up (cos people who wake up when they're sleepwalking go mad), so you've got to look after him in his slumberful state.

The mansion really is huge, with great sweeping staircases and massive ballrooms, and there are miles of corridors. You're going to have a bit of a prob just finding your aged relly in all this. And when you do find him, you've still got to make sure he's okay. Luckily you can collect several little tools (like ladders and torches, you know the sort of thing) to give him a helping hand.

It's a pretty spooky idea, and, um, certainly makes a change! (So cross fingers it's wacky enough to get us hooked.)



Yikes! Grandad's obviously a rich old geezer if he lives in a place like this.

NEXT MONTH



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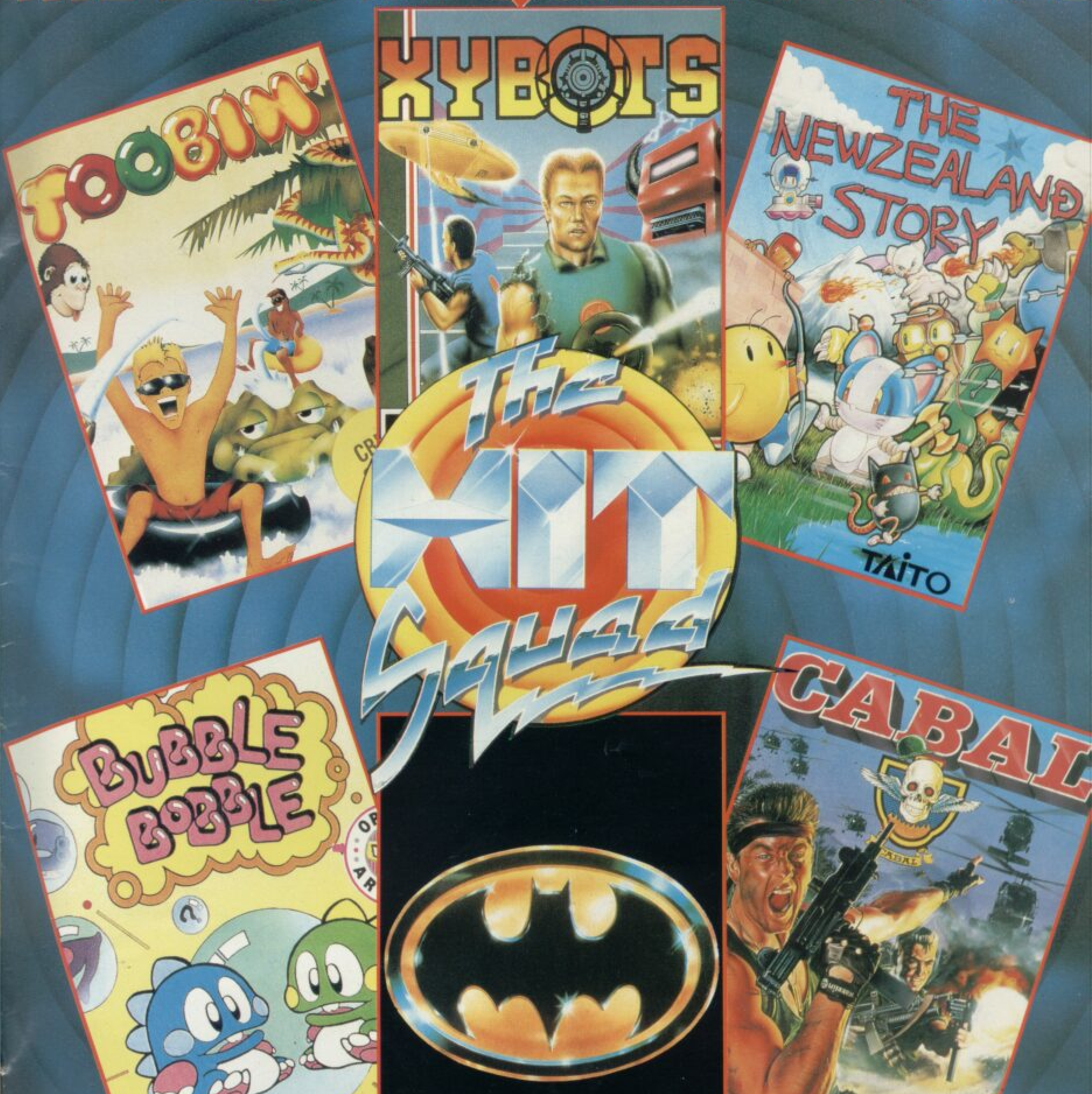
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